

TAKE YOUR GAME FURTHER™

BRADYGAMES

# Threads of Fate™

## Official Strategy Guide

*Written by Tim Cox*



This game  
has received  
the following  
rating from  
the ESRB:



Covers PlayStation®  
Version

**SQUARESOFT®**

**GAME SECRETS**



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Official Strategy Guide



*By Tim Cox*



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### PROJECT EDITORS

David Bartley, Tim Cox

### SCREENSHOT EDITOR

Michael Owen

### BOOK DESIGNER

Carol Stamile

### PRODUCTION DESIGNERS

Lisa England, Robert Klunder, Jane Washburne



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# INTRODUCTION

There are two main characters in *Threads of Fate*, Rue and Mint. Each character has a different storyline, although the storylines intertwine throughout the game. So, when you play through the game as Rue, you'll occasionally run into your "rival" Mint. The same can be said when you play through the game as Mint.

For the most part, each character travels and explores the same locations, with one exception. Therefore, the enemies each character fights are also the same.

One of the biggest differences between the two playable characters is their ability to perform magic attacks. Rue has the ability to transform into monsters and perform their magic attack, while Mint has the ability to cast magic spells courtesy of magic you'll find throughout the game.



# WHAT'S IN THIS BOOK

This guide is divided into two separate walkthroughs, one for Rue and one for Mint. Each walkthrough is also broken into the areas you need to explore. At the start of each new area, you'll find a list of the items and Coins you'll find there.

The Game Basics chapter contains information about fighting, exploring, and the importance of the various Coins you'll find throughout the game.

We've also compiled a complete items and magic list, plus a bestiary of all the monsters you'll encounter throughout your adventure.

Lastly, we've included a "Secrets" chapter. This section contains a few gems you might otherwise miss if you play through the game too quickly. If you'd rather find the secrets on your own, refer to this section only after you've already played through the game once, and then play it again with the knowledge in your hands.





# GAME BASICS

The following section covers all you need to know about the ins-and-outs of *Threads of Fate*.

## BEEFING UP YOUR CHARACTERS

You gain MP (Magic Points) and HP (Hit Points) by fighting enemies. You gain a small amount of HP after your character gets into a few fights and loses some HP. Therefore, it's best to fight as many enemies as possible, because the more you fight, the more likely you are to increase your character's overall HP.

Your character gains MP by using his or her Magic. This is different for both characters.

In Rue's game, you must transform into an enemy and then use one of its attacks, which consumes Rue's MP. Mint, though, is a Magic user, so whenever you cast one of her Magic spells, you'll use up some MP.



You can perform Rue's Magic by transforming into enemies.



Mint has the ability to cast Magic spells.

## Note

### *The Expensive Way:*

There are other, albeit expensive, ways to increase your character's HP and MP. Hobbs, a local shop owner, has items for sale that will do the trick. However, the price is very steep.

It's also fairly easy to replenish lost HP and MP. After defeating an enemy, you may notice that the enemy drops a red or blue vial. The red vial adds points to your character's MP, while the blue vial adds to his/her HP. Each vial only increases your HP/MP a small amount and points are added only if your character's HP/MP are not maxed out. If you pick up a vial and all of your character's stats are maxed out, nothing occurs.



Pick up these vials to increase your character's HP and MP.

## UPGRADING

Although fighting will increase your character's HP and MP, it won't make their defense or strength any better. To do this, you must purchase Belts and Bracers. These items are only available at Tonio's Shop, and the prices are very reasonable.



Check out Tonio's shop for equipment upgrades.

If you expect to finish the game in one piece, it's imperative that you purchase upgrades when they become available. You should always check out Tonio's Shop when you return to Carona to see if new items have become available.

If you're running low on Gold, you can always kill a few monsters, return to Carona, and then sell the monster coins to Tonio.



# EXPLORING TOWN

Carona is a small, cozy town. This makes it virtually impossible for you to get lost. Due to its cozy confines, you should always visit each area on a return trip to town. You'll be surprised at the advantages this will bring.

It's also important to talk to everyone in town as many times as possible. Although they may not offer up a lot of info the first time you speak, that same person may provide a juicy bit of advice the next time around.

It's also a good idea to return to previously explored areas. Just because you ventured through an area once, doesn't mean that you should ignore it for the rest of the game.

Note

*Optional:*

*You're not required to explore everywhere and talk to everyone. However, the more you explore, the better off you'll be in the end.*


## RUE'S TRANSFORMING ABILITY


Rue is not your ordinary human, a fact you'll learn while playing through the game. Rue possesses a unique ability that enables him to transform into enemies that he defeats.

To do this, Rue must collect **monster coins**. While exploring areas, you will encounter numerous enemies attempting to halt your progress. After defeating an enemy in battle, you may notice a small, oval coin on the ground. This is called a "monster coin."



*The bottom-right corner of the screen indicates which enemies you can transform into.*

Make sure you pick it up so that you can transform into it at a later time. To do so, press and hold the  button and select the monster you want to transform into by pressing the Directional Pad left or right.

When highlighted, the name of the monster and its attacks appear on-screen. To transform back into Rue, press and hold the  button and select Rue's icon.



*After defeating an enemy, monster coins will appear.*

You can stockpile only 4 monster coins at a time in your inventory. As you acquire more coins, the first coin you collect gets shuffled to the back of the line and gets tagged as "old." This means that when you pick up another monster coin, the one that is tagged as "old" will be gone and replaced by the next oldest coin.

The process works like this: Let's say you've captured a Pollywog, a Saber Tiger, an Ootang, and Bubba. The Pollywog was captured first, so after time it receives the "old" tag. You then pick up a Specter monster coin, which replaces the Pollywog and makes the Saber Tiger the "old" monster coin.



*Your collection of enemies is stored here.*


You will always keep a copy of each monster coin you pick up. You can view your collection in the Main Menu by selecting the monster coin icon. It also tracks the number of each type of enemy you've eliminated thus far. You can then sell your monster coin collection to either Hobbs or Tonio. It doesn't matter which one you sell them to, because both vendors will give you the same price.

This is one of the best ways to increase your Gold. If you're running low, just head into an area and fight for a while. Then return to town and sell off all of your monster coins.

## TRANSFORMING INTO MONSTERS

The ability to transform into monsters is very useful. In fact, in some sections of the game, it's required! There are several puzzles in the game that require you to transform into a monster to solve the puzzle.

Also, each monster has its own set of attacks, most of which consume Rue's MP. You need to use these attacks to get through certain portions of the game.

To use a monster's attack, simply transform into a monster and then press the appropriate button to perform the attack. When you're finished, press the  button to access the monster coins, and then press the Directional Pad left or right to transform back into Rue.




# MINT'S MAGIC

Mint has the ability to cast spells using Magic she acquires throughout the game. The types of Magic are classified into the following colors: Blue, White, Red, Green, Black, Yellow, and Gold.

Mint begins the game with Blue and White Magic. The remainder of the Magic she'll acquire while exploring an area, or it will be given to her.

Additionally, each type of Magic has multiple effects. They are: Normal, Wide, Power, Super, Circle, and Cosmos. Each effect produces a different version of the type of Magic you're using. However, it should be noted that not all types of Magic make use of all the effects.

To use Mint's Magic, press the  button to access her Magic menu, then press left or right on the Directional Pad to scroll through the different types. Press up or down on the Directional Pad to choose the desired effect.



*Mint's Magic options are displayed here.*

## More Info:

For a complete list of Mint's magic, refer to the "Magic" section later in this book.

# ACQUIRING GOLD

The currency of choice in Carona is Gold. You'll need plenty of it to purchase upgrades, buy drinks at the Tavern, or purchase continues, called Coins of Life.

The easiest and quickest way to acquire Gold is to collect as many monster coins as possible. As mentioned earlier, when Rue and Mint defeat a monster, it is stored in each character's monster menu. The number of coins collected appears next to a small icon of the monster. When you return from an adventure outside of Carona, go to either Hobbs' or Tonio's Shop and sell them.

## The Same Price:

Each shop owner pays the same amount for the monster coins.

Some monsters fetch a higher price than others, while some Boss monsters really bring in the dough!

You can also sell items you collect to the shop owners. Consider selling off the "Stones" on a regular basis, but it's best to hold onto the other items. You never know, someone else might give you a better price down the road...

# COINS OF LIFE

There are several types of coins in the game: Bronze, Silver, Gold, and Platinum. These Coins of Life enable you to continue your game if your character happens to lose all of his/her HP.



*In Carona, the coins appear as small sparkles on the ground...*



*...but while exploring elsewhere, the coins are located in Treasure Boxes.*

- In Carona, the Coins appear as a shiny sparkle on the ground. It's not a constant flash either, so you may need to scour the landscape closely to find them. Sometimes when you return to town, you may find three or four Coins scattered about. Other times, however, you may find none at all. You should make it a point to examine the entire town each time you return from an adventure. Keep your eyes peeled at all times. Just because you didn't see a coin in a particular area the first time doesn't mean one might not appear later in the game.

While exploring in other parts of the world, however, the Coins are much easier to spot because they come in **Treasure Boxes**. These brightly colored boxes are very easy to see.

When your character loses all of his/her HP, you can use a Coin and continue at the point where you left off, or you can return to town and recover your HP at the Inn for free. If you have a healthy supply of coins, use them because you will avoid having to play back through the area again.

## COIN:

Bronze

Silver

Gold

Platinum

## EFFECT

Restores all HP and 1/4 MP

Restores all HP and 1/2 MP

Restores all HP and all MP

Restores all HP and all MP, plus increases attack +1 and defense +1

If you'd rather skip all of the searching for Coins in Carona, you can "purchase" them at the Church. Well, you're not actually buying them, but when you donate money to the Church, Father Doyle responds in kind by giving you some Coins. What you receive depends on the amount of your donation. (See the "Church" later in this section for exact details.)



# ITEMS

Throughout your adventure you'll pick up a variety of items. As mentioned earlier, you can either sell them or hold onto them for later.

If you're in need of a quick fix, sell the Moon Stones and Star Stones. You should probably hold onto the other "unique" items. You just never know how much someone else might pay for them or give you in return.

For a complete list of the items in the game, refer to the "Items" chapter later in this book.

## BASIC CONTROLS

The following summarizes the basic controls used by both characters while fighting and when exploring in Carona.

### BATTLE COMMANDS (RUE)

#### While Fighting

##### SPINNING SLASH



##### JUMP



##### CHOP



##### TRANSFORM INTO MONSTER (MUST HAVE ONE IN YOUR INVENTORY)



##### POWER CHOP



##### SLASH/CHOP COMBO



##### VERTICAL SLASH + HORIZONTAL SLASH + SWING DOWN



### BATTLE COMMANDS (MINT)

#### While Fighting

##### RIGHT RING STRIKE



##### RIGHT RING STRIKE + LEFT RING STRIKE



##### RIGHT RING STRIKE + LEFT RING STRIKE + SPINNING STRIKE





## JUMP KICK



## CAST MAGIC



## ACCESS MAGIC



## JUMP



## EXPLORING IN TOWN (RUE & MINT)

	Jump
	Open doors, open Treasure Boxes, pick up items
Start button	Access Main Menu

## CARONA

There are numerous citizens of Carona Town who provide lots of help to Mint and Rue on their adventures. The names of the townsfolk follow:

Davis	Runs the docks
Elena	Klaus' daughter
Rod	Master swordsman and weapons maker
Ms. Cartha	Runs the Inn
Tonio	Shop owner
Hobbs	Shop owner
Jargen & Annette	Tavern employees
Leeson & Solin	Hotel owners
Father Doyle	Church clergyman
Graham	An old-time adventurer with plenty of advice
Klaus	Owner of the antique shop
Mira	Klaus' wife
Neil	Searching for rare items
Marcum	A humble trader
Marco	Little boy wandering the town; seems to always know what's going on

Although you don't have to talk to all of them, it's highly recommended that you do so. Make sure you hear all that a particular person has to say. You should continue to talk to them until the same responses come up again.

## GRASS FIELDS

This is where you'll find Rod, the Blade Star. You can challenge him to a fight to earn some extra Gil. The entry fee is only 100G, but if you win you'll get 1000G in return. Quite a reward indeed!



Rod, the Blade Star!

On your first visit to this area, you can pick up a **Silver Coin** in the back part of the area. To find it, stand in the middle of the area and look for a sparkle in the ground in the upper-left portion of the screen.

Rod likes to create new weapons, and every so often he'll have a new one in his possession. After defeating Rod five times with the same weapon, he'll stop fighting until he creates a new one. Plus he'll hand over a Coin!

## Note

Rod is a pretty difficult opponent. If he defeats you, your HP will be reduced to 1. Go to Ms. Cartha's Inn to restore your HP before challenging Rod again or going out of town to fight.

There's also an interesting looking vehicle parked in a small cave; this will come into play later...


## MS. CARTHA'S INN

This is a place to rest and save your game for free. You'll see three options when you stop at the front desk. They are: Recover, Recover and Register, and Go to your room. Here's what they do:

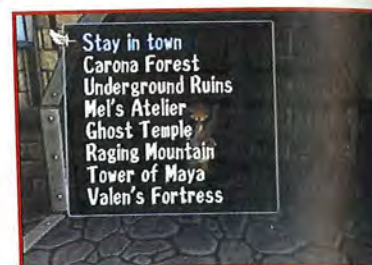
OPTION	WHAT IT DOES
Recover	Restores any lost HP
Recover and Register	Restores any lost HP and saves your game
Go to your room	Character goes to his/her room and sleeps (restores any lost HP)



## TOWN EXIT

This is the place to go when you want to leave the cozy confines of Carona Town. Face the big wooden doors and press the  button to view the options of where you can go.

The options that appear on-screen are determined by what has transpired thus far in the game. As you play through more of the game, more options become available.



To leave Carona, use these big wooden doors.

## TONIO'S SHOP

If you're looking to upgrade your character's stats, head for Tonio's Shop. This shop is the only one in town that sells Belts and Bracers, which help increase your character's strength and defense abilities. You should check here often to see if new upgrades are available.

This is also a good place to sell the crop of monster coins you catch during your adventures. To sell them, press the Start button to access the Main Menu and then choose the Monster Icon.



You can purchase equipment upgrades at Tonio's Shop.

Note

*Sell 'em all!*

When you go to sell off your monster coins, you must sell your entire cache. You cannot pick and choose which ones to keep.

## KLAUS' ANTIQUE SHOP

This is the home of Klaus, Mira, and their daughter Elena. You'll get to know Klaus and his family well, as you'll frequent this place often during the game.

If you can't determine where to go next in the game, head to Klaus'. More often than not, he'll provide a helpful hint in the right direction.



Visit Klaus' Antique Shop for advice.



## TAVERN

To reach the Tavern, take the dark alley between Tonio's Shop and the Hotel. You'll receive a complimentary drink on your first visit to the Tavern. Since your character needs MP to perform special monster attacks or perform magic, take the waitress, Annette, up on her offer. Choose the Root Beer to recover 25% MP. Drinking the Milk only recovers 10% MP.

On additional visits to this place, you can purchase the aforementioned items, plus an additional one. Here's what the Tavern has to offer:

ITEM	COST	WHAT IT DOES
Milk	50G	Recovers 10% MP
Root Beer	120G	Recovers 25% MP
Tropical Delight	220G	Recovers 50% MP

Before exiting, read the note on the wall near the door. It provides some information about earning a little extra Gil.



You can restore your character's health by purchasing drinks at the Tavern.

## HOBBS' SHOP

Hobbs' Shop is located across the way from the Tavern. Hobbs has items for sale, but his prices are extremely high. Hobbs will also buy monster coins and Bronze, Silver, Gold, and Platinum Coins if you're running low on Gold.

### BUY

ITEM	COST
Strength Up	30,000G
Defense Up	30,000G
HP Up	30,000G
MP Up	30,000G



You can purchase upgrades and buy or sell coins at Hobbs' Shop.

### Reduced Prices:

Hobbs reduces his prices to 5000G once you bring him the Rare Wine item, found in the Underground Ruins.

Tip

### SELL

ITEM	COST
Bronze Coin	50G
Silver Coin	500G
Gold Coin	2500G
Platinum Coin	15,000G





## HOTEL

The Hotel in Carona Town is quite expensive at 500G a night. The Hotel is maintained by two brothers, Leeson and Solin. Staying the night will heal your character, but compared to the Inn the price may be a bit too steep.

On your first visit to the Hotel, however, you will find a **Dream Stone**. You can sell this item for 2000G, which is well worth the cost of one night at the Hotel. On a subsequent visit, you'll find 1 Bronze and 1 Silver Coin.



*Visit the Hotel to restore your character's health.*



## CHURCH

Carona even has its own church, run by Father Doyle. When you come here to pray, Father Doyle will ask if you would like to make a donation to the church. Upon doing so, he will reward you depending on your donation.

DONATION AMOUNT	YOU RECEIVE...
1000G	10 Bronze Coins
5000G	5 Silver Coins
10,000G	2 Gold Coins
30,000G	1 Platinum Coin



*You can purchase coins at the Church for a small donation.*

# Rue's Walkthrough





# RUE'S EPISODE

Rue's story revolves around his desire to reunite with his close friend Claire. As the story unfolds, a hideous creature interrupts a quiet evening between Rue and Claire. During a brief encounter, Claire loses her life while the evil force quickly leaves.

Rue vows to bring Claire back by doing whatever it takes.

## CARONA

**Coins:** Bronze Coin (near exit), Silver Coin (Grass Fields), Silver Coin (outside Tavern)

**Items:** None

With all of his thoughts and energy focused on finding Claire, Rue hops aboard a ship in search for her. He is accompanied on the ship by a couple of hoodlums, Blood and Smokey. He overhears that they're searching for legendary treasure. Could this be the same relic that Rue is searching for?

Upon arriving in town, speak to the citizens to learn more about what's going on.

In particular, speak with Ms. Cartha (in front of the Inn). She informs Rue that a young girl named Elena has been searching for her missing parents. She's afraid the girl may be in grave danger in the forest.



To leave town, go to the big wooden doors and select Carona Forest to leave.

## CARONA FOREST

**Coins:** Bronze Coin (x3), Silver Coin (atelier), Silver Coin (beat Elena in a race)

**Items:** Moon Stone (x2)

On your first visit to Carona Forest, you learn the basics of the game via a short tutorial. In addition, you find three **Bronze Coins** in a pink treasure box.

Follow the path through the woods and then scoot through the swamp. Take the exit near the Gandola enemy to access the next area.



*Note*

*To Transform or Not to Transform...*

You can transform into a Pollywog to easily get through the swamp, or you can simply trudge through the muck. The decision is yours.

## YOUR FIRST REAL BATTLE

The path eventually leads to a shrine of sorts, where you meet up with Blood and Smokey again. It seems they're about to rough up Elena, the little girl missing from town. Rue has a decision to make: does he help, or does he play the role of the innocent bystander?





# BOSS FIGHT

## Blood & Smokey

Initially, you can't fight this battle as Rue, so you'll need to transform into a monster. But which one? (See sidebar for the answer.)

Blood is much faster than Smokey, but you can easily outrun them both. Blood and Smokey both pause briefly after each attack; this is your chance to inflict some damage. Stay just out of reach of their attacks, jump in with an attack, and then quickly run to avoid taking any damage.

You only need to defeat either Blood or Smokey. After inflicting enough damage, the battle ends.



### Boss Fight Transformation

You can only transform into the Pollywog to initiate the fight. No other creature will do.

Afterwards, follow Elena along the path. She may get a bit ahead of you, but you can't get lost in the forest.

**Tip**

#### Silver Coin:

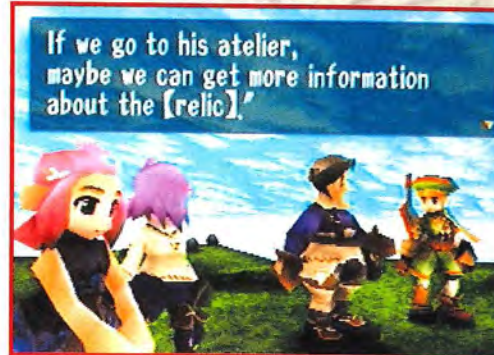
If you can beat Elena to the end of the forest, you receive a Silver Coin!



## KLAUS & MIRA

Klaus and Mira are Elena's parents. They're both looking for the relic; however, Klaus has injured his leg and asks Rue for his help.

Rue then volunteers to find the path leading to the atelier, or magician's workshop. This is where Klaus believes they'll learn more about the relic.



If we go to his atelier, maybe we can get more information about the [relic].



## STEEP CLIFFS

To reach the bottom, simply follow the downward path, but watch out for the enemies. When you reach the bottom, you see the tops of some trees. Just walk off the ledge to reach the next area.

## THE GARGOYLE

The next area presents the game's first real puzzle. A single Gargoyle sits on a stone block, and there's a larger block in the back of the area. The larger block looks mysterious, so examine it. After doing so, it prompts you to face the

gargoyle. But to make it work, you must first transform into a Gargoyle.

Lucky for you, there just so happens to be a couple of Gargoyle enemies in the area. Defeat them and pick up their monster coins.

Hop onto the block, face the other Gargoyle, and then transform into one. After doing so, a set of stairs appears.





Tip

### Need HP?

If you're running low on HP, there's a HP regenerator to the far right. Just stand in it to refill Rue's HP.



The stairs lead to the atelier. However, this one has a guardian. This horned beast is ready to challenge Rue.

## BOSS FIGHT

### Nightmare

This mammoth creature may look tough, but looks can be deceiving. The Guardian has two main attacks: a charging attack and an aerial attack. Both are easy to avoid.

To avoid the charging attack, you can either run from it or you can use the pillars on the back of the atelier as protection. The aerial attack is also easy to avoid. When the Nightmare jumps into the air, look for its shadow and then run from it. Note, however, that when the Guardian lands it sends out a circular ring around it. Touching this causes damage, so wait until it disappears before attacking.



- To cause the most damage, blast the Guardian with a double hit. Press in succession for maximum damage. After the fight, go inside the atelier.

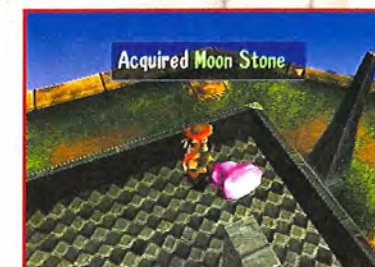


## THE ATELIER AND PRINCESS MINT

Join Klaus inside the atelier and have a look around, because there is a lot of good stuff to find. There's a Moon Stone in a treasure box toward the back of the room, so pick it up. In addition, there's a Silver Coin upstairs. The black door upstairs leads to the balcony of the atelier. Outside you'll find yet another Moon Stone.



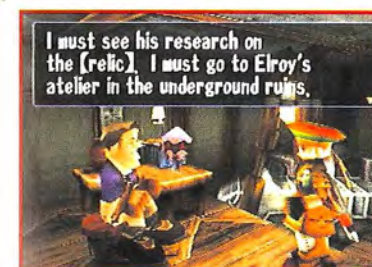
After finding all the goodies, examine the door downstairs. Inside, Klaus will find lots of good info on the relic. This is also where you first encounter Princess Mint. Mint is bound and determined to rule the world if she gets her hands on the relic.



## CARONA

<b>Coins:</b>	Silver Coin (Docks)
<b>Upgrades (Tonio's Shop):</b>	Bronze Bracer (1000G), Bronze Belt (1000G), Silver Bracer (3000G), Silver Belt (3000G)
<b>Items:</b>	None

For helping them out, Mira gets Rue a place to stay for free at Ms. Cartha's Inn. You can now come here whenever you want to save your game and recover any lost Hit Points.



Head to Klaus' house and speak with him. Now it's time to head off to the Underground Ruins.





Tip

### Helpful Hints:

If you're in need of some help, visit Graham by the fountain. He offers up some gameplay hints for you.

Tip

### Time To Upgrade:

Before you head for the Underground Ruins, visit Tonio's Shop and purchase some upgrades. Note that after you purchase one of the Bronze items, the price for the Silver items is reduced to 500G.

## UNDERGROUND RUINS

**Items:** Moon Stone, Night Stone, Tiara, Cube

**Coins:** Bronze Coin (x4), Gold Coin

As Rue prepares to head for the Underground Ruins, he runs into Mint again. After a short conversation, stand on the platform to go to the Underground Ruins.

This area can be very tricky. There are lots of paths and plenty of enemies to fight along the way. To get through this area quickly, take all of the left-hand paths until you reach Mint. Make sure you catch her note about the waterfalls. When you hear them, you'll know you're headed in the right direction.



You will come across a Moon Stone and a Night Stone along the way. To find them, take the right passages this time. To get to the next area, take the left passages. When you see a single waterfall, you know you're headed in the right direction. Jump into the hole and then go into the open doorway.

## DEFEATING THE GIANT ANT

Rue can inflict only one HP of damage to the Giant Ant using his regular attacks. To easily defeat it, transform into a Gudon and use a Flame Attack on it.



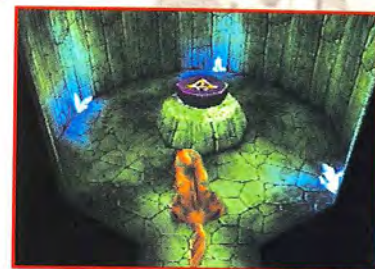
## GETTING THE COLORED PLATFORMS

You now need to collect six different platforms. This area is a simple maze of connected hallways. The only real obstacle is getting past the Gudons and the lava. To do so, you can transform into a Pollywog.



There's a Giant Ant guarding each door. Behind each door is one of the colored platforms. Go inside to pick up the platforms.

The last platform is the most difficult to reach, because it is located behind a large ice block. To get it, transform into a Gudon and use its Flame Attack.



## GETTING THE RARE WINE

After you get the last platform, you'll notice two more ice blocks. However, at this point in the game you probably don't have enough MP to get through the remaining ice blocks. You need to increase Rue's max MP by using more magic.

Leave the ice blocks and fight the enemies until Rue's MP reaches about 105.





*Time-Waster:*

It could take quite a while to reach the necessary MP level. It all depends on what your MP level is.



When you're ready, return to the last room and melt the ice by transforming into a Gudon. Note that the first ice block is still there, which means you must melt three ice blocks.

Although the ice blocks melt, they also slowly regenerate. Therefore, you need to get a good rhythm going when using Gudon's Flame Attack to melt the ice. If not, you'll end up using way too much MP and you'll have to start over again.

After melting the last ice block, you receive an item called Rare Wine.



*Reduced Prices:*

When you return to Carona, give the Rare Wine to Hobbs. In return, he reduces his prices from 30,000G to 5000G.

## TO THE NEXT AREA

Return to the first room to find all of the colored coins in a half circle. Jump on them in order, moving from right to left without falling off. (If you fall off, you must start over again.) You'll then rise to the next level of the Underground Ruins.



## MINT AND THE ROLLING BOULDER



Once again you encounter Mint. This time she's right in front of a huge boulder at the top of a small incline. After you talk to Mint, examine the boulder and then prepare to run!

Run down the path as fast as possible, avoiding the falling rocks from above. If you are hit by a rock, you'll lose some time and some HP. If the boulder catches up to Rue, you have to start over at the top again. As you get toward the bottom, look for a small cove on the left side of the screen. You need to hop into it for safety. The boulder then crashes through the wall at the end of the area.



*In Need of HP?*

If you're running low on HP, go back to the top of the incline. Walk into the blue sparkles to refill Rue's HP.

## THE POND AND THE ROTATING PLATFORMS

Once again, you need to jump on the colored platforms in a particular order. However, this time it's a bit more difficult because the platforms are rotating over a small pond.

Basically, you need to jump from one flashing platform to the next without falling off. If you fall off, you'll lose a few Hit Points and will have to start over again.





Tip

### Another Item:

Before you jump on all of the platforms, there's an item you can pick up. Jump on any platform and take it to the back of the room. Then, when it reaches the center of the room, jump onto the small platform. There's a treasure box here with a legendary Sword inside.



## BOSS FIGHT

### Skull Beast

The Skull Beast awaits Rue on four square platforms. It has two fire attacks that cause decent damage. You will also suffer damage if you fall off the platforms. The Skull Beast jumps from platform to platform, so you can't just stay in one place throughout the fight.

To inflict damage, wait until the Skull Beast starts to flash white in color. When it does, jump on the platform it's on and hit it with everything you've got. Continue to use this tactic until the beast is history.



Or, you can transform into a Gargoyle and hit the Skull Beast with the Sonic Wave attack.



After the fight, hop onto the stone to drop down to another level, where you'll find Elroy's atelier.

## ELROY'S ATELIER

To reach Elroy's atelier, walk toward the center on the round area.

The main part of this atelier is shaped like a triangle, each with its own room. Refer to the diagram below and the callouts to discover what's inside all three rooms.



1. Room straight ahead; Bronze Coin (X2) and Tiara



2. Room to the right; Gold Coin, Bronze Coin, HP recovery



3. Room to the left; Bronze Coin and Cube

After you find all of the items, stand on the center platform inside the triangle and press the button to leave. You'll then meet Belle and Duke, who are also after the Aeon relic.

## BOSS FIGHT

### Duke

Duke isn't very fast and he has only two attacks. One is a ground attack, which travels in a straight line. The other covers more ground, but is easy to avoid.

After unleashing an attack, Duke pauses for a brief moment.

This is your cue to attack back. For maximum damage, jump toward Duke and press the button while still in the air. This will cause lots of damage.





Unfortunately, Belle steals the Tiara from Rue after the fight. As Rue chases after Belle and Duke, he encounters another Skull Beast. This time, however, you only have to hit it once. Upon doing so, head off to



the left and exit the area. You'll need to hurry, though, because the Skull Beast is close behind.

The Skull Beast is determined to catch Rue. This time he chases Rue up a long, spiral staircase. For the quickest route up the staircase, run up the innermost part of the staircase. Not only will you outrun the Skull Beast, but you'll also avoid the falling objects coming down the stairs.



## CARONA

*Coins:* None

*Items:* None

When you return to Carona, return the Cube to Klaus. He then suggests that you visit a person called Fancy Mel.



*Note*

*Don't Go Just Yet!*

*Before you hurry off to see Fancy Mel, make sure you check out some of the other things in town.*

## HOBBS & THE RARE WINE

Remember the Rare Wine you acquired inside the Underground Ruins? Take it to Hobbs' Shop, and when he asks go ahead and give it to him.

In return, Hobbs dramatically reduces his prices for the remainder of the game.

ITEM	COST BEFORE	COST AFTER
Strength Up	30,000G	5000G
Defense Up	30,000G	5000G
Max HP Up	30,000G	5000G
Max MP Up	30,000G	5000G



## THE HOTEL

Although the price is very steep, agree to pay the 500G and spend a night at the Hotel. When you get to your room, search it to find a **Dream Stone**. This item sells for 2000G, which results in quite a nice profit.



If you don't want the extra Gold, face the bed and choose the option to Sleep. You'll then see a dream sequence of an Ootang jumping into a hollowed out log in Carona Forest. This leads to a shortcut of sorts through the forest.

You can use this shortcut on future visits through Carona Forest.



## FANCY MEL'S ATELIER

*Coins:* Gold Coin (see Starlight Duke Boss fight)

*Items:* None

Fancy Mel lives in an atelier beyond Carona Forest. You need to visit her to learn how to use the Cube that you acquired in the Underground Ruins. Before you visit Fancy Mel, go to the Lakeside to see where the relic is sealed.



As Klaus mentioned, this places looks really... strange. It seems that Mel isn't home at the moment, so play with the Poppul Purrels to pass the time. These little creatures are very playful, and each one has a game for you.



*Tip*

*Play Along:*

*You won't be able to talk to Fancy Mel until you play all three mini-games with the Poppul Purrels.*



## THE MINI-GAMES

To get to each mini-game, Rue must complete an obstacle course of sorts within a specified time frame. After completing a course, you get to take part in one of the following mini-games.

The object of each mini-game is to score as many points as possible in a certain period of time. The time you have to play the mini-game depends on the amount of time that remained on the time clock when you completed the obstacle course. The more points you score during each mini-game, the better the Coin you will receive.



- **Fungie Bash:** Hit the Fungies to earn points. Very similar to an old midway game you might have seen at a local fair, the object is to hit the Fungies while they are standing. If you hit a resting Fungie, it will knock down Rue and waste some valuable time.



- **Bouncing Ball:** Pick up as many colored balls as possible, excluding the black balls. You receive more points if you successfully collect balls of the same color.



- **Cockadoo:** Scare the Cockadoo with the trumpet. This game ends when either the timer runs out, or when a Cockadoo flies over Rue's head.



When you're finished with the mini-games, you can finally speak with Fancy Mel. She reveals more to the story of the relic and its creator, Valen. She then strikes a deal with Rue: Find her missing Poppul Purrel and she'll examine the Cube.

On your way back to town, however, pay close attention to a funny looking star. It sort of resembles someone you met before, doesn't it?



## BOSS FIGHT

### Starlight Duke (Optional)

This is a simple fight. Let Starlight Duke walk toward you, then get out of the way just before he starts to leap. While he lies helpless on the ground, give him your best shot. Starlight Duke also has a spinning attack, but it's easy to avoid. Also, keep in mind that he always falls down after performing the spinning attack, so go in for the knock out.

You must be patient during this Boss fight. For maximum damage, transform into a Fungie and use its Head Slam attack. If you fight Starlight Duke as Rue, you'll only cause a few points of damage with each attack.



*Note*

If you talk to Duke and then leave the area without initiating the fight, a Cockadoo will take Starlight Duke away. Then if you immediately return to the area, you'll find a Gold Coin. However, you will fight Starlight Duke later in the game regardless. This occurs after you save the Poppul Purrel and on your return visit to speak with Mel.

## CARONA

- Coins:** Silver Coin (Docks; after Starlight Duke fight), Gold Coin (Docks; after Blood & Smokey fight), Bronze Coin (Docks; after Blood & Smokey fight)
- Items:** None

All the hints as to the location of the missing Poppul Purrel seem to lead to Carona Forest, so head there now. Go to the shrine area, where you first fought Blood and Smokey. To Rue's surprise, he once again spots the two troublemakers, this time picking on the defenseless Poppul Purrel.





# BOSS FIGHT

## Blood & Smokey

Use the same tactics in this fight as you did in the first one. Run away from both of them until they attack. As soon as they pause, go in for an attack. Repeat this until both are history.

You only need to defeat either Blood or Smokey. After inflicting enough damage, the battle ends.



## OTHER THINGS TO DO

There are a number of things you can do after the Boss fight. Pay a visit to Rod in the Grass Fields to learn more about him. Also, go to the Docks. Because it's so dark, you'll easily be able to spot a Gold Coin and a Bronze Coin.

When you're finished, go to the Inn and choose the option "Go to your room." Then face the bed and choose the option to "Sleep."

After a good night's rest, return to Fancy Mel's atelier. Mel then returns the Cube to you, along with Mel's Report. You'll also learn more about Rue and Claire and how they came to be so close.



## THE STORY UNFOLDS

At this point, you finally meet a pair of villains who are also in search of the Aeon relic: Doll Master and Psycho Master. It's obvious that they have far more devious intentions for the relic.



## CARONA

**Upgrades (Tonio's):** Gold Bracer (3500G), Gold Belt (3500G)

**Items:** None

Return the Cube and Mel's Report to Klaus. According to the report, there's an item in the Cube that can break the seal at the Lake Ruins. Upon opening it, Prima Doll appears. However, the doll won't be of any use unless Rue can find the missing items kept by Grand Magician Elroy's apprentices in their ateliers.

As Mint heads off to get the earrings from Gamul Forest, Rue heads off to the Ghost Temple in search of the gauntlets and sollarrets.



**Tip**

It's always important to check for equipment updates at Tonio's Shop. He now has a Gold Bracer and a Gold Belt for sale, each for 3500G. If you have the extra Gold, it's always a good idea to upgrade before heading into uncharted territory.

## THE GHOST TEMPLE

**Coins:** Bronze Coin (x3), Silver Coin (x4)

**Items:** Moon Stone, Night Stone, Mysterious Statue, Star Stone, Sollarrets (x2), Gauntlets (x2)

When you arrive at the Ghost Temple, a set of impressive doors opens automatically. However, as soon as Rue steps inside, the doors immediately lock.

Once inside, you see two doors. Head for the right door, because at this point, the door to the left won't open. After Rue spots the Puppet Guards, it's time to start exploring so enter the door used by the Puppet Guards.





## EXPLORE EVERY ROOM

As soon as you enter some rooms, a door will lock behind you. It will not re-open until you defeat all of the enemies in the room.



The path through this area is fairly straightforward until you reach a particularly large pit. To make the jump, you need to transform into a Saber Tiger.



## PUPPET GUARD PUZZLE

Another puzzle awaits Rue, but if you recall the earlier Gargoyle puzzle you won't have much trouble. There are two Puppet Guards on platforms just outside a locked door. Hit the Puppet Guard on the right until it's destroyed, then hop onto the platform, face the other Puppet Guard, and transform into a Puppet to open the doors.



## BOSS FIGHT

### Guardian

Although the Guardian is extremely gruesome and intimidating, it's somewhat weak. Its main attack is a spinning blade, which searches out its prey. However, while the Guardian waits for the blade to return, it is left defenseless. Jump in and attack when this occurs. You should be able to get at least four hits against the Guardian while his blade's gone. Also, it's at its weakest when you strike him from behind.

For defeating the Guardian, you receive the Left Solleret.



After the fight, continue along the path until you reach a dead-end of sorts. From there, the path will eventually split two ways: to the left and the right. After defeating the Skeletons, turn to the right and use the HP regenerator to heal. To continue, go down the left path to an area full of tall ledges. Jump from one to the other and when the door drops, go inside and defeat the enemies. There are 3 Bronze Coins and 1 Silver Coin in the second room on the left side.



### *I've Fallen!*

If you fall from one of the ledges, simply transform into an Ootang to get back up. There's an Ootang in the room to the left, before the ledges.

Note



To exit this area, you must solve another puzzle. However, this one is similar to the last one. As Rue, stand on the empty platform facing the Skeleton and then transform into a Skeleton. Your transformation automatically opens the door and leads to another Boss fight.

## BOSS FIGHT


### Guardian

This time, the Guardian has a lethal lightning and fire attack in its arsenal. When it launches an attack, go in for the finish. You can use Rue and pound the Guardian with big hits, or you can transform into a Specter and use its Water and Ice attacks. For defeating the Guardian, you receive the Right Solleret. That makes a complete set!





## TRICKY JUMP

The next area has an extremely tall obstacle. The only way to get past it is to transform into the Ootang. On the other side, you face another puzzle. There are two fallen skeletons on platforms. Hit the one on the right until it's history. Then, while on the platform, transform into a Skeleton. Press the  button to fall apart.



## BOSS FIGHT

### Guardian

It seems the Guardian hasn't learned its lesson. This time it comes with all its previous attacks, and also launches some bats. Use the same tactics described in the earlier battles and you'll have no problem. You receive the **Left Gauntlet** for defeating the Guardian.



## THE FLAME PUZZLE

The next door is locked, but those four flames sure look suspicious. To unlock the door, transform into a Specter and blow out the flames. This takes you back to the main area. Go there now and head through the left door this time.




Warning

*Watch Out!*

*Hurry out of this area to avoid getting hit by a big spiked ball!*



## THE LEFT SIDE

Rue suddenly discovers he has some company—Elena! To help her along, press the  button. The first door is locked, but the lever that controls it is just around the corner. Hit the lever with Rue's sword to open it.

## THE SHAKING WALLS

There are a bunch of enemies waiting behind the shaking walls, and you can pick up a nice item. The room to the right contains a **Moon Stone**. To get it, hit the wooden door to the right. There aren't any goodies behind the left door.



Tip

*Talk to Elena!*

*Make sure you talk to Elena a lot, because you can get a couple of extra goodies. For example, before you go into the small hole, continue to talk to her until she finally gives you a **Moon Stone**.*



## THE SMALL HOLE

There's only one enemy small enough to get through this hole—the Stinger. Transform into one and go through the area, picking up the **Night Stone** inside. The path eventually leads to another room with two locked doors. Hit the switch to unlock both doors.



Tip

*Elena & a Silver Coin:*

*As soon as you enter the next area, continue to talk to Elena until she gives you a **Silver Coin**.*



Continue along the path until you reach a locked door. Hit the switch to unlock it. The switch in the next room breaks after you hit it, although the door opens. Unfortunately, Elena gets locked inside.





## FINDING ELENA

To find Elena, transform into a Puppet, hop onto the teleporter, and return to the area with the shaking doors. She's in the room to the right. After saving Elena, return to the room with the broken switch. You can open up the door in one of two ways:

1. Use Rue's weapon.
2. Talk to Elena and she'll open it.



Note

*Use Elena:*

*Let Elena open the door for you. It's much more humorous to see.*



## DON'T PASS UP THE GOODIES

After jumping over the rotating platforms, be careful not to hit the switch and enter the room straight ahead. Inside you'll find three Puppet Guards and three Treasure Boxes. Defeat the Puppet Guards, and then pick up your rewards: a Mysterious Statue, a Star Stone, and 3 Silver Coins.



Go through the left door, where you'll witness Duke and the Guardian. Prepare to battle Duke and his Fists of Fire for the last gauntlet.

Tip

*The Mysterious Statue:*

*Don't sell the Mysterious Statue. Instead, take it to Klaus who offers to take it off your hands. Let him examine it and he'll increase your max MP by 10.*

## BOSS FIGHT

### Duke

Duke has really become a much better fighter, as his new attacks will attest. With his Fists of Fire, he can launch a powerful ground assault. When he stops to charge, you'll know the attack is coming. He also possesses a quick-hitting attack.



You can easily avoid his attacks, and then counter with your own. Note that the objects in the room are destructible, so use this knowledge to your advantage. Wait for Duke to run toward Rue, hit an object, and then get out fast. The resulting explosion will cause damage to Duke if he's in the vicinity.



### HURRY UP!

After the Boss fight, the wall starts closing in on Rue, Elena, and Duke. To get out, constantly hit the door on the right side of the room by repeatedly pressing  $\otimes$   $\otimes$ . This will unleash a series of three or four attacks. To get out of the room alive, you must fill up the meter at the bottom of the screen before the wall closes in.

For healing his wounds, Duke responds by giving Elena the Right Gauntlet.





# CARONA

**Upgrades:** Platinum Bracer (4500G), Platinum Belt (4500G)

**Items:** None

**Coins:** None

Return the gauntlets and sollerets to Klaus. You then learn that there's yet another item you need—an amulet. However, to make it you need to find an item called Phantomite.

The only way to get it is to visit Raging Mountain and fight a dragon named Wylaf.



**Note**

*Don't Forget!*

Do NOT sell the Mysterious Statue to one of the shops! Instead, make sure you return to Klaus' before you do anything else. He indicates that it may have belonged to Sorcerer Yordaf. Klaus intends to study it, plus he increases Rue's max MP by 10!



# RAGING MOUNTAIN

**Coins:** Silver Coin (x3)

**Items:** None

Make your way past the enemies, but stop when you hear a loud pounding. Sounds like something is going on below, so hop off the ledge to find out what it is. This is where you'll encounter Bubba. Defeat this gigantic creature and make sure you pick up its monster coin. This will definitely come into play later.



To return to the main path, transform into Bubba to break the boulder blocking your path, and head up the small incline.



When you reach the branching paths, take the outer one first and break the boulder. Behind it is a treasure box with 3 Silver Coins inside. To go to the next area, take the remaining path and break the boulder.



# THE LAVA ROOM

To get over the lava, you must hop from platform to platform. The enemies aren't much to worry about, so concentrate on making good jumps.



*Need HP?*

Hop onto the second platform, and wait for it to move back toward the two Bubbas. When it's close enough, hop off, transform into a Bubba, and take them out. There's an HP regenerator here if you need it.

**Tip**



# THE WIND ROOM

There are quite a few enemies in this area, and the gusting wind doesn't make things easy. Just follow the path to its end.



*Gusty Winds:*

Wait until the gusty wind subsides before jumping over gaps. If not, you may fall into the crevice and take some damage.

**Warning**



# BOSS FIGHT

## Belle & Duke

For this fight, Belle summons the Hexagon, their ultimate weapon, to help out. First, take out Duke using normal attacks while avoiding the Hexagon's claws. If the Hexagon latches on to Rue, it will inflict

double-digit damage, so avoid it at all costs. With Duke out of the way, concentrate your attacks on Belle.

Wait for the Hexagon to get close, jump out of the way, then jump up and hit Belle. After causing sufficient damage, she jumps from the Hexagon and battles Rue one-on-one.

Belle has two powerful attacks: a fireball attack and a green, circular attack. Simply avoid her attacks and go in for the attack. It's best to stay a short distance away from her, because this will give you more space to avoid her attacks. Or, you can transform into Bubba and use his Head Butt attack to cause big-time damage.



### Low on HP or MP?

If you get low on HP during the fight, try this: Go to either end of the ledge and wait for a black version of the Pollywog to appear. When you're not getting attacked, eliminate the Pollywog and pick up the HP or MP vial to replenish your health or magic.



After the Boss fight, continue up the path past the Bubba to replenish Rue's HP. Head up the path and continue to the right. Jump past the Fire Blobs to get a **Legendary Shield**.

Head to the left and run up the incline past the Pollywogs. Prepare to battle!



# BOSS FIGHT

## Wylaf

To get the Phantomite, you must defeat Wylaf. This flying dragon has multiple attacks. It can cast fire, create windstorms, and attack with its head. Getting caught in a windstorm will cause big damage to Rue.

When Wylaf comes to ground level, run around it, then jump and hit it using Rue's weapon. Stay clear of Wylaf's head. As mentioned earlier, when it gets close, it flips its head and tries to cause damage.

After depleting about half of Wylaf's health, the dragon gives up. Wylaf then gives Rue the Phantomite.



### Warning

### Don't Hit Him!

When Wylaf "gives up," do NOT strike him again. If you do, it's game over!



# CARONA

**Coins:** Silver (alley), Bronze (leading to the Docks), Silver (Church, to the left)

**Items:** None

On his return to town, Rue runs into Blood and Smokey once again. They challenge Rue to another fight. Although the fight is optional, I highly suggest taking them up on their offer. It proves beneficial later in the game.

If you want to take them up on the challenge, head for Carona Forest.

Tip

## New Item!

Before heading to the Boss fight, use the shortcut in Carona Forest (drop down the hollowed-out stump). Follow the path until you reach the wilted plant. Transform into a Specter and use its Water attack to cause the plant to grow. Hop onto the plant and then jump to the left to receive *The Last Hero*. Give this item to Rod and he'll increase your Strength +4.



# BOSS FIGHT

## Trap Master (Optional)

Blood and Smokey have lured Rue into a "trap" of sorts. It seems that the Trap Master wants to have a turn at fighting Rue.

Instead of fighting outside, the Trap Master takes Rue to a room with nine platforms. When a platform starts to flash, watch for a shadow. If you see one, jump to a platform near Trap Master, but make sure it isn't flashing. Hit Trap Master with Rue's weapon to cause damage.

He's also prone to dropping large spiked balls on Rue's head. Just look for the shadow to avoid getting hit. If you fall off a platform or if you're on a platform when it explodes, you'll sustain damage.

After causing sufficient damage, the Trap Master heads off. Now it's Blood and Smokey's turn again.



# BOSS FIGHT

## Blood and Smokey (Optional)

After battling Trap Master, Rue gets to fight Blood and Smokey again. Fortunately for Rue, this bumbling duo still can't fight very well.

Use the same techniques as described in the earlier fights. Wait for them to stop and then hit them with everything you've got.

As mentioned earlier, you only need to defeat either Blood or Smokey. After inflicting enough damage, the battle ends.





## CARONA

*Coins:* None

*Items:* None

Return the Phantomite to Klaus. You'll run into Mint again, who brings the Tiara to Prima Doll. With the Phantomite in his possession, Klaus can finally make the last piece to the puzzle—the amulet.



## FANCY MEL'S

*Coins:* None

*Items:* None


Now it's time to make a return visit to Fancy Mel's. This is where you learn about Gorotan, a creature with the ability to control lightning. You can use this lightning to control Prima Doll's energy, so it's imperative that you fight this creature.

To do so, go outside and talk to the Poppul Purrels until you find the one that you saved earlier in the game. As an act of kindness, he'll take you to Gorotan.



## BOSS FIGHT

### Gorotan

To start this fight, face the "kid" and press the  button. Doing so summons Gorotan. This can be a fairly tricky fight if you don't approach it with the right strategy. It's imperative that you keep running circles, to your left, around Gorotan to avoid its attacks.

When Gorotan stands on its hind legs, prepare for its powerful lightning attack. When it strikes, run around Gorotan and hit it on its hindquarters. This will cause much more damage than hitting Gorotan in the face.

Toward the end of the fight, Gorotan will launch multiple lightning attacks, so stay on the move.





## CARONA

**Coins:** Silver Coin (Grass Fields), Bronze Coin (Passageway to Docks), Silver Coin (Docks), Silver Coin (Church, top of the stairs, left side), Bronze Coin (outside the Inn)

**Items:** None

The scene then shifts back to Klaus' house, where you'll see Rue (who has transformed into Gorotan) charge up Prima Doll with energy.

## LAKESIDE

Head to the lakeside and meet Mint and Elena there. Mint will offer Rue to become a minister. Either choice elicits a humorous exchange.

## CARONA

**Coins:** None

**Items:** None

Return to Klaus' house and visit the energized Prima Doll. Klaus will tell you that he has almost completed the amulet, and asks you to take Prima Doll to the lakeside so that he can see the ruins.

**Tip**

### Keep Talking to Rod:

Continue talking to Rod until he starts to repeat his responses. Then talk to Johnny Wolf, and talk to Rod again. Eventually, Rod will tag along with Rue and Prima Doll. Note, however, that Rod and Johnny Wolf won't leave the Grassy Area.



## LAKESIDE

Return to the lakeside so that Prima Doll can see the Ruins. On the way up the path, Prima will challenge you to a race. Win or lose, Prima Doll will ask a few questions, Rue and Prima will have a Kodak® moment, and then it will be time to return to Carona.

## KLAUS' HOUSE

Speak to Klaus and get the amulet for Prima Doll. Klaus will offer to go with you, but something (the fact that he overworked himself) is preventing it. Make your way to Rod and Johnny Wolf; they might be able to help you out.

## A HELPING HAND

You need to ask Rod for help. He'll do it, but only if Rue fights him. If you win, Rod will take Rue and Prima Doll to the Lake Ruins on his Pulsar-inferno Typhoon Omega.



**Note**

### What a Nice Guy!

Whether you win or lose, Rod will take you to the Lake Ruins, thanks to Mira. To leave, head to Klaus' and select the option to leave.





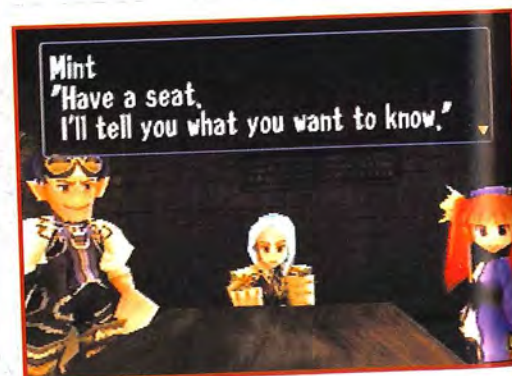
## LAKE RUINS

Before Rue and Prima Doll can finish the task at hand, Maya, Doll Master, and Psycho Master attempt to put a stop to it. To Rue's surprise, Mint, Belle, and Duke arrive to help out Rue. As they escape, Maya uses the Book of Cosmos to seal the relic in a huge tower.

## CARONA

<i>Coins:</i>	Bronze Coin (fountain), Silver Coin (outside Hotel)
<i>Upgrades (Tonio's):</i>	Mythril Bracer (5500G), Mythril Belt (5500G)
<i>Items:</i>	None

You'll learn more about Mint's motives to get the relic when you visit the Tavern. Go to the Inn and select the option "Go to your room." Face the bed and choose the option "Sleep."



## LAKE SIDE

Head to the Lakeside and take in the sight of the impressive tower around the lake. You'll also discover more of Doll Master's involvement.



## CARONA

*Coins:* None

*Items:* None

Visit Rod's place, where Duke is waiting. Head for the Inn, then choose the option "Go to your room." Rue then sees Claire in the town square. Follow her into the alley, the Docks, the Grass Fields, and finally the Church.



## BOSS FIGHT

### Psycho Master

To Rue's dismay, Psycho Master is in control of Claire. Psycho Master then challenges Rue. This Boss has two main attacks: a flame

attack and a floating grab. If you get too close to Psycho Master when he's floating, he'll pick up Rue and slam him to the floor, causing double-digit damage.

When Psycho Master spins, it signals that the flame attack is coming. Jump over the flames, run behind Psycho Master's back side, and let him have it! You can only cause damage to Psycho Master by hitting him on his back.

If you're quick enough, you can try to get behind Psycho Master when he appears. If you do so, hit him once and get out quickly.

After causing substantial damage, Psycho Master leaves with Claire.





# TOWER OF MAYA

**Coins:** Gold Coins (x7)

**Items:** 2 Star Stones, Legendary Helmet

Head up the spiral staircase, avoiding the enemies, until you reach the double doors. There are 2 Gold Coins to the far right of the door, so make sure you pick them up before going inside.

Warning

## Trap Master:

Once inside Tower of Maya, do not try to hit Trap Master or get too close to him. If you do, you'll take damage.

## ROTATING PLATFORMS

This room is full of rotating green platforms. To get across, hop onto the platforms rotating in clockwise fashion. Hopping on any other will drop you down below.

Warning

## If You Fall...

You can't get out until you defeat all of the Pumpkin enemies.



On the other side, pick up the goodies (2 Star Stones) and use the HP regenerator if necessary. Exit the area and then hop onto the circular platform. When it stops, run up the steps to the next set of double doors. Don't forget the Treasure Box, which contains 2 Gold Coins.



# WABBITS AND THE FLOATING PLATFORMS



All of the platforms in this room are manned by those pesky enemies: the Wabbits. Hop onto the far-right platform and take it to the pillar. From there, hop across the next two platforms and ride the last one to the exit.

Pick up the **Legendary Helmet**, use the HP regenerator, and then exit the area.



Tip

## Need Help Back Up?

If you fall off a platform, you can get back up by riding the middle one. However, you need to jump off before it reaches the top or you'll take damage.

Tip

## More Coins!

Before you continue up the spiral staircase, explore the area below for 3 Gold Coins.

Take the staircase to the double doors, and go inside. If you're low on health, use the HP regenerator to the right of the double doors.



## BOSS FIGHT

### Doll Master

You cannot win this fight. Doll Master is way too powerful, and has lots of HP. However, it should be noted that your game doesn't end here.

Luckily, Maya steps in and convinces Doll Master to cease.





# BOSS FIGHT

## Atenacius

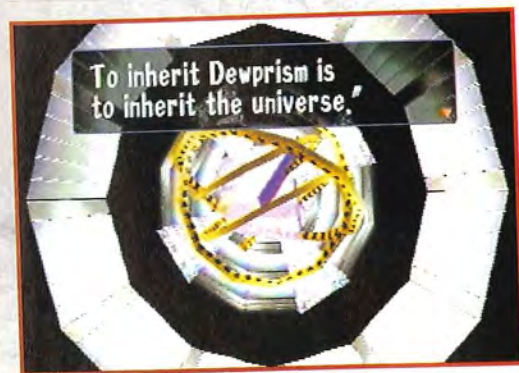
Atenacius has multiple attacks, some of which cover a great deal of ground. When fighting this Boss up-close, the attacks are much easier to avoid.



When fighting on the same platform, jump and hit Atenacius with as many shots as possible to inflict maximum damage. Sometimes you'll need to jump across several floating platforms. When this occurs, Atenacius will launch his long-range attacks. You can block the blue stream by pressing the button, which reduces the damage greatly.



Continue to pummel Atenacius with jumping attacks until he's history.



After the fight, Doll Master reveals more of Rue's history and the story of the relics and the Aeons who made them. You also finally learn the name of this sacred relic you've been chasing: Dewprism!

## CARONA

*Coins:* None

*Items:* None

The task at hand is finding a way to access Valen's fortress, which is floating high in the sky. Klaus suggests that you visit Fancy Mel, so see what she can do for you.



## MEL'S ATELIER

Mel mentions that Rue needs a pair of wings to fly to Valen's fortress. She tells Rue to go to Raging Mountain and see Wylaf.

## THE LEGENDARY ITEMS

If you haven't sold off the "Legendary" items, now is when you can put them to use. With all three items in your inventory (Shield, Helmet, and Sword), head to the Tavern and talk to Jargen.



Apparently, these are old cooking utensils that he can use. If you give them to him, he'll be able to serve up some healthy monster dishes for you that will increase Rue's stats. All you have to do is provide him with the ingredients.

To access the meals, select the "Today's special" item. The name of the meal will appear along with the ingredients. Here's what you have to choose from:

MEAL	MONSTERS NEEDED	EFFECT
Pollywog Souffle	50 Pollywogs	Strength +2
Mushroom Soup	60 Fungies	Max MP +10
Gudon's Liver Soup	30 Gudons	Defense +2
Minced Fire Blob	50 Fire Blobs	Max HP +10



## RAGING MOUNTAIN

*Coins:* None

*Items:* None

This area should be very familiar to you. Follow the path you used earlier in the game until you reach the split path blocked by boulders. At this point, you run into Trap Master again.



## BOSS FIGHT

### Trap Master



This fight is similar to the other fights with Trap Master. All of his tricks are still the same. He'll land on random platforms and set "traps." These traps will then explode, causing damage to Rue if he's on them.

Keep an eye on him as he hops from the platforms, and then when he pauses to set a "trap," hit him multiple times. This will make short work of Trap Master.



Head through the lava room as you did earlier, but don't forget the HP regenerator in the back part of the area. You'll then run into your next battle.



## BOSS FIGHT

### Mode Master



In this fight, you actually get to fight a mirror image of Rue. This is a fairly easy battle, though. Your counterpart will frequently transform into enemies and use their attacks against you.

You can either counter this by transforming into enemies of your own, or you can rely on Rue's own ability with his weapon. One effective method is to combine the two. The combination of Rue's weapon and the Specter is a deadly mix.



Head through the windy area, and then make your way up the incline to reach Wylaf again. Wylaf gives Rue the power to transform into Wylaf once. This will enable Rue to get to Valen's Fortress.

## CARONA

*Upgrades (Tonio's Shop):* Brave Bracer (6500G), Black Belt (6500G)

*Coins:* None

*Items:* None

Before heading off to Valen's fortress, there are a couple of optional things you can do.

### THE TAVERN (OPTIONAL)

Head to the Tavern and talk to Belle and Duke. You get to see the softer side of this duo.



### MAYA/MINT (OPTIONAL)

Upon returning to town, head to the hotel for a funny little break. You'll see an interesting exchange between the two siblings.



#### Visit Tonio's!

There's one thing you must do before you head for Valen's fortress. Check out Tonio's Shop and purchase the best available items in his inventory. If you're low on cash, just head out to Carona Forest or any other place, defeat a bunch of enemies, and sell them to make some extra Gold.

**Tip**

## VALEN'S FORTRESS

*Coins:* None

*Items:* None

When Rue arrives, he discovers Prima Doll huddled and cold. Rue then ventures into Valen's Fortress, not knowing what to expect.

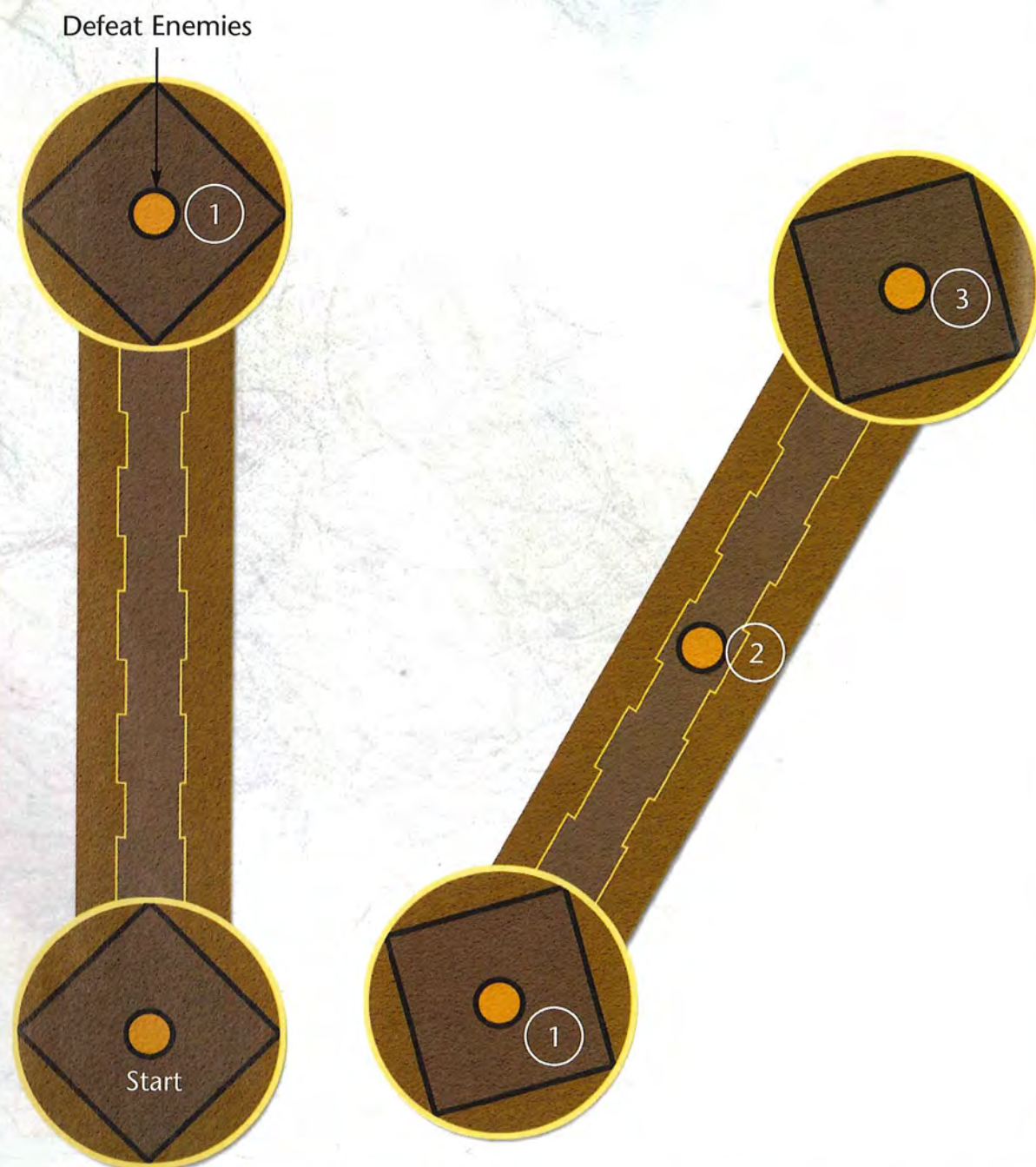
Valen's Fortress is divided into Arenas. Each arena has teleporters that send Rue to new areas. For purposes of this walkthrough, we'll mention which teleporter takes you where.



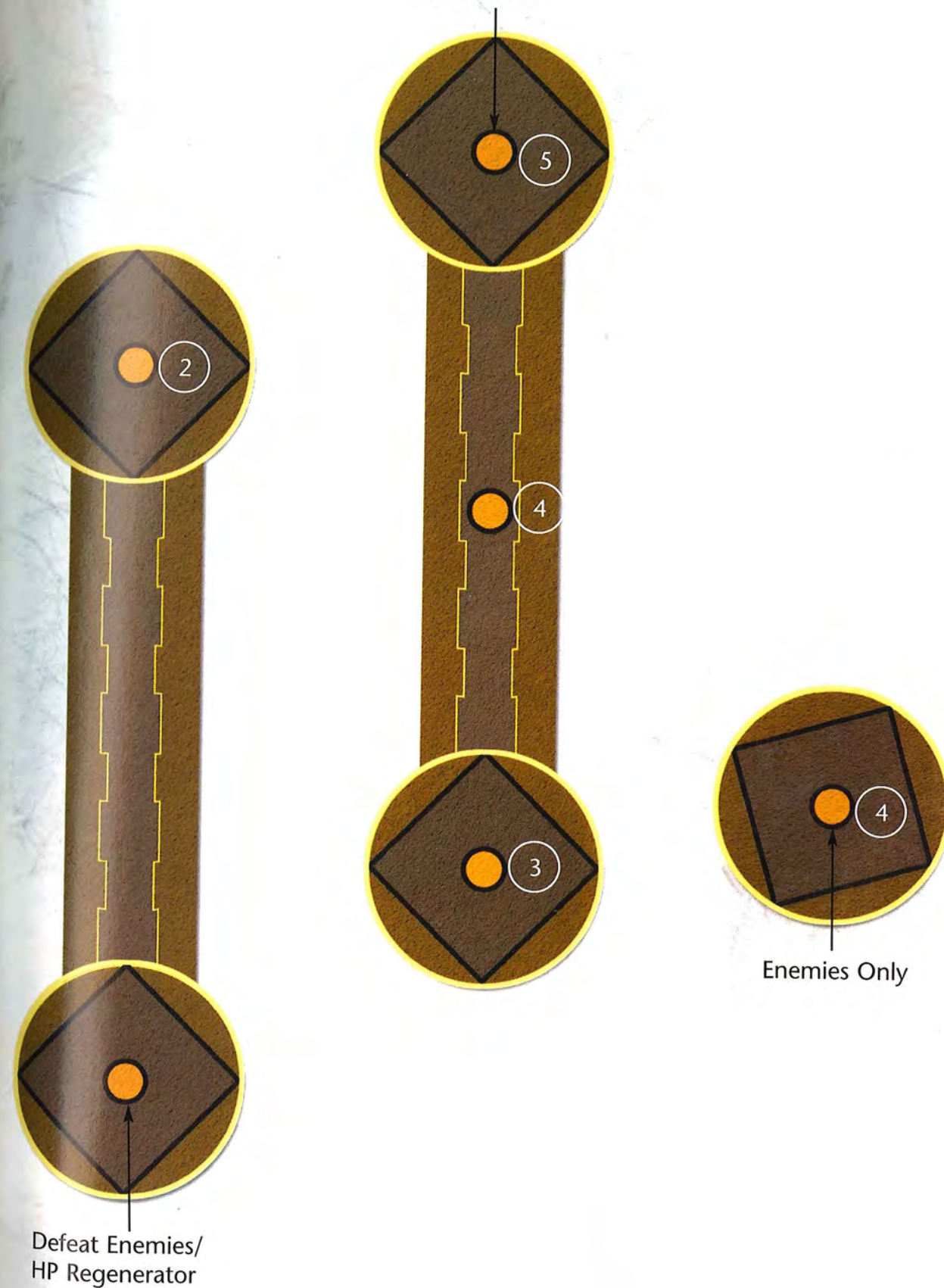


# ARENA I

Head north and defeat all the enemies, and then use the teleporter. Head northeast and use the first teleporter. Take it to the end and defeat all the enemies. This reveals an HP regenerator. Use the teleporter, and then hop on the second teleporter. Head to the second teleporter to access Arena II.

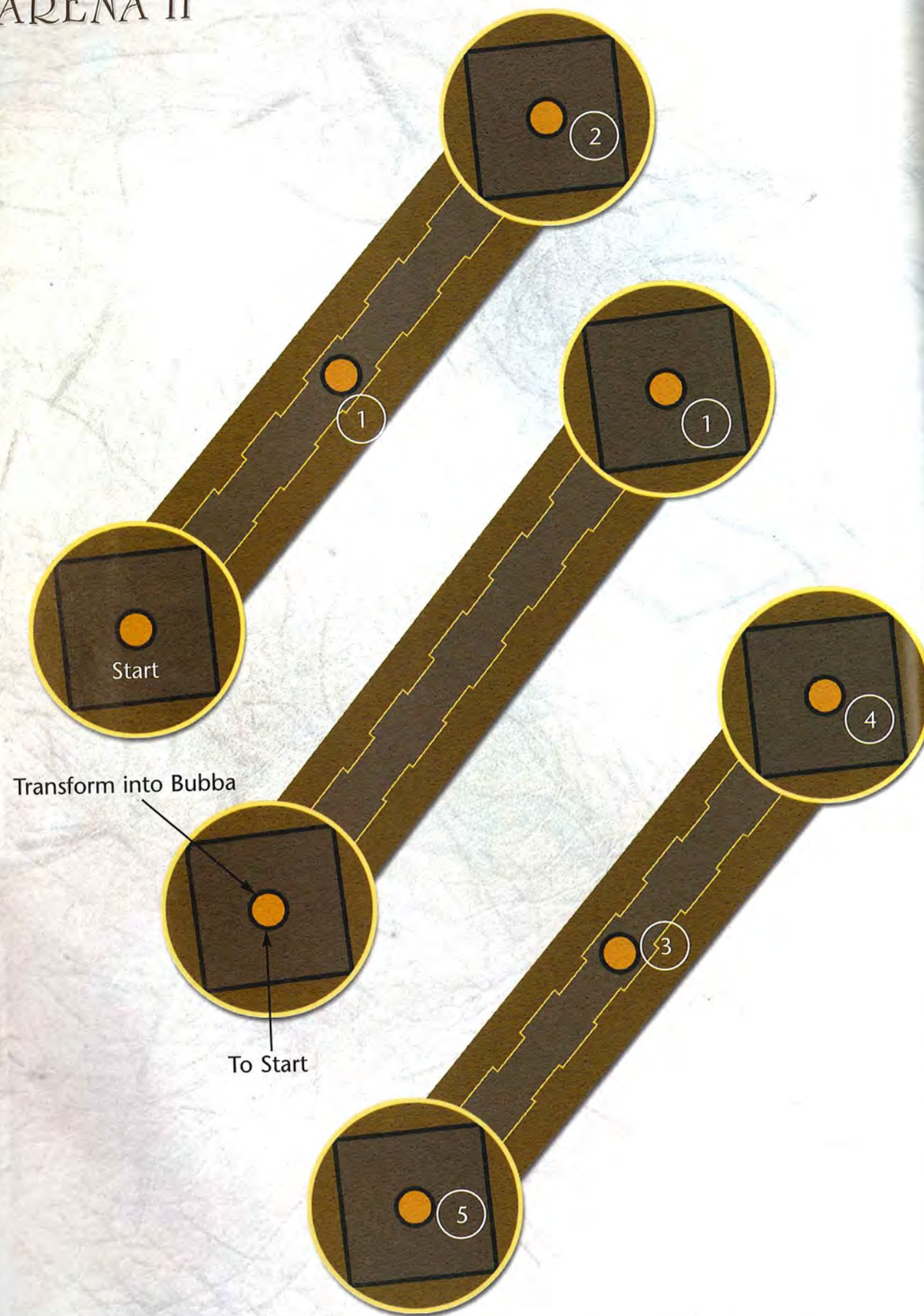


To Arena II



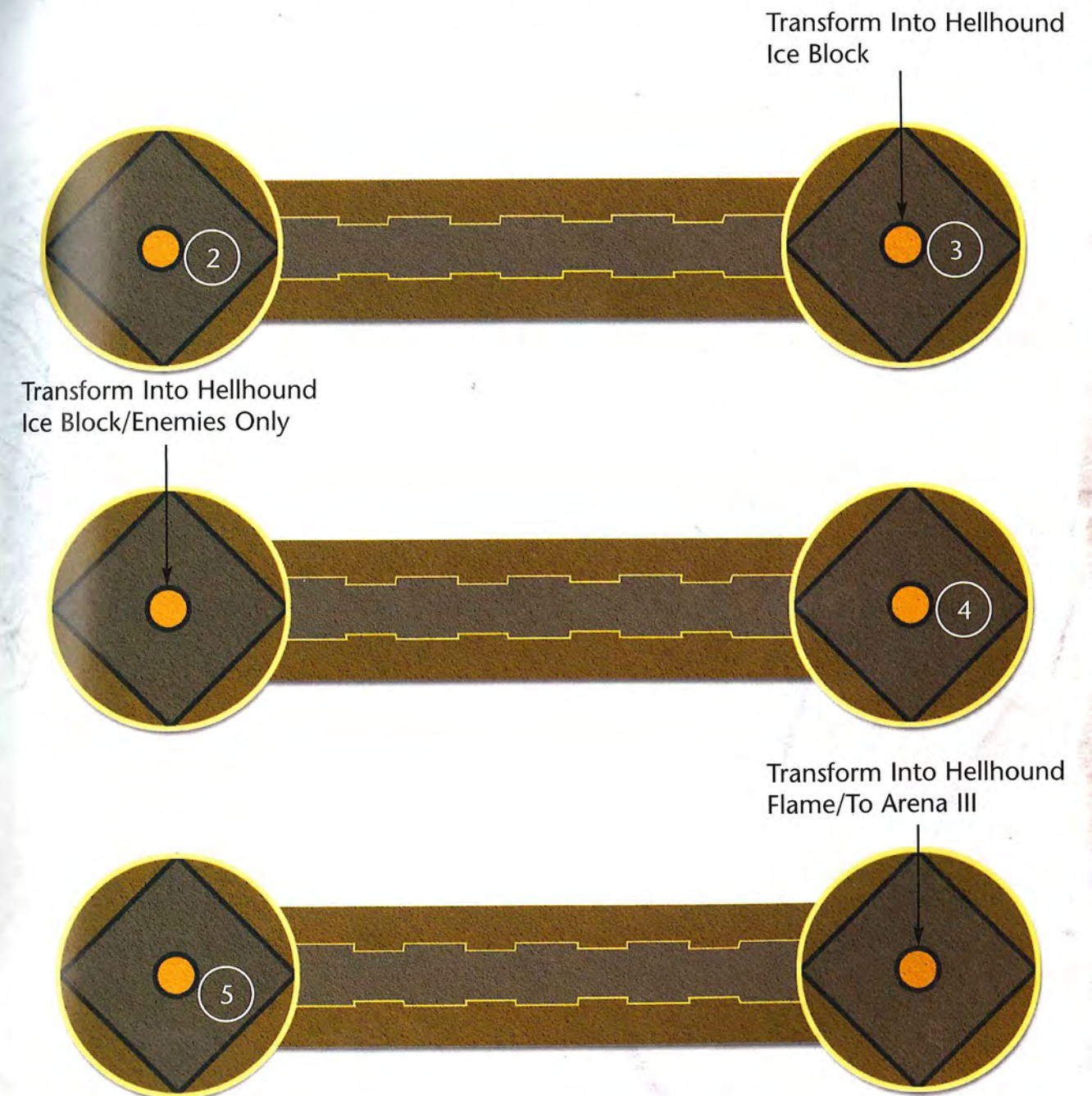


## ARENA II



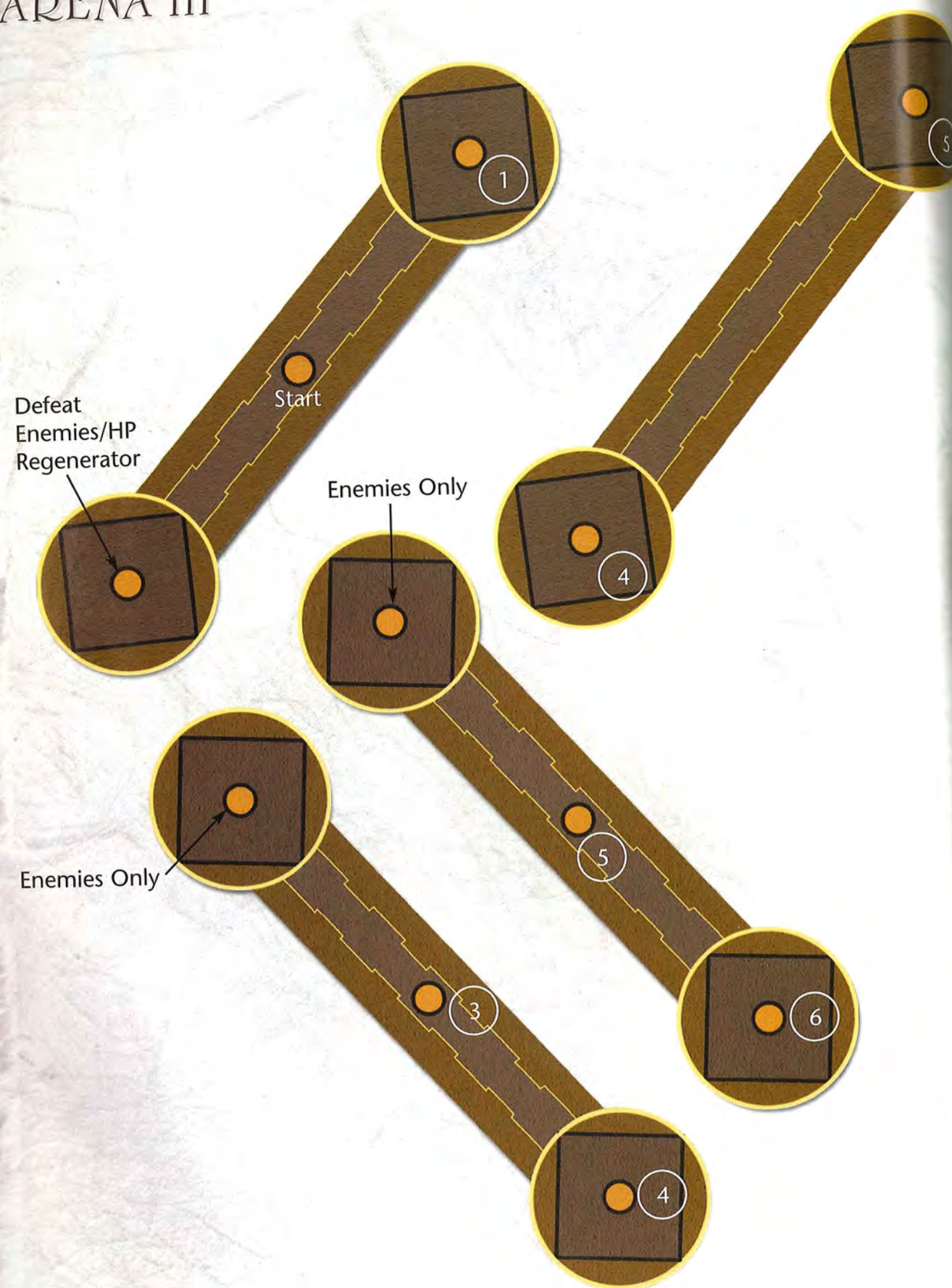
Head northeast to the second teleporter. Step on it and defeat the Bubba. Return to the first teleporter and head west to the large block. Use Bubba's Hammer attack (Triangle button) to destroy the block. Head northeast and hop on the first teleporter. You must defeat the Hellhound, because the dual attack (water and flame) will come in handy a little later on.

Teleport out and head northeast to the second teleporter. Go east, past the first teleporter, to the huge ice block. Transform into the Hellhound and use the Flame attack (X Button) to melt it. Use this teleporter to move on to the next section. Move southwest to the teleporter. Ride the teleporter to the next area and then go east. Use the Hellhound's Ice Blow attack (Triangle Button) to dissipate the flames. Jump on the teleporter and complete the next area to move on to Arena III.

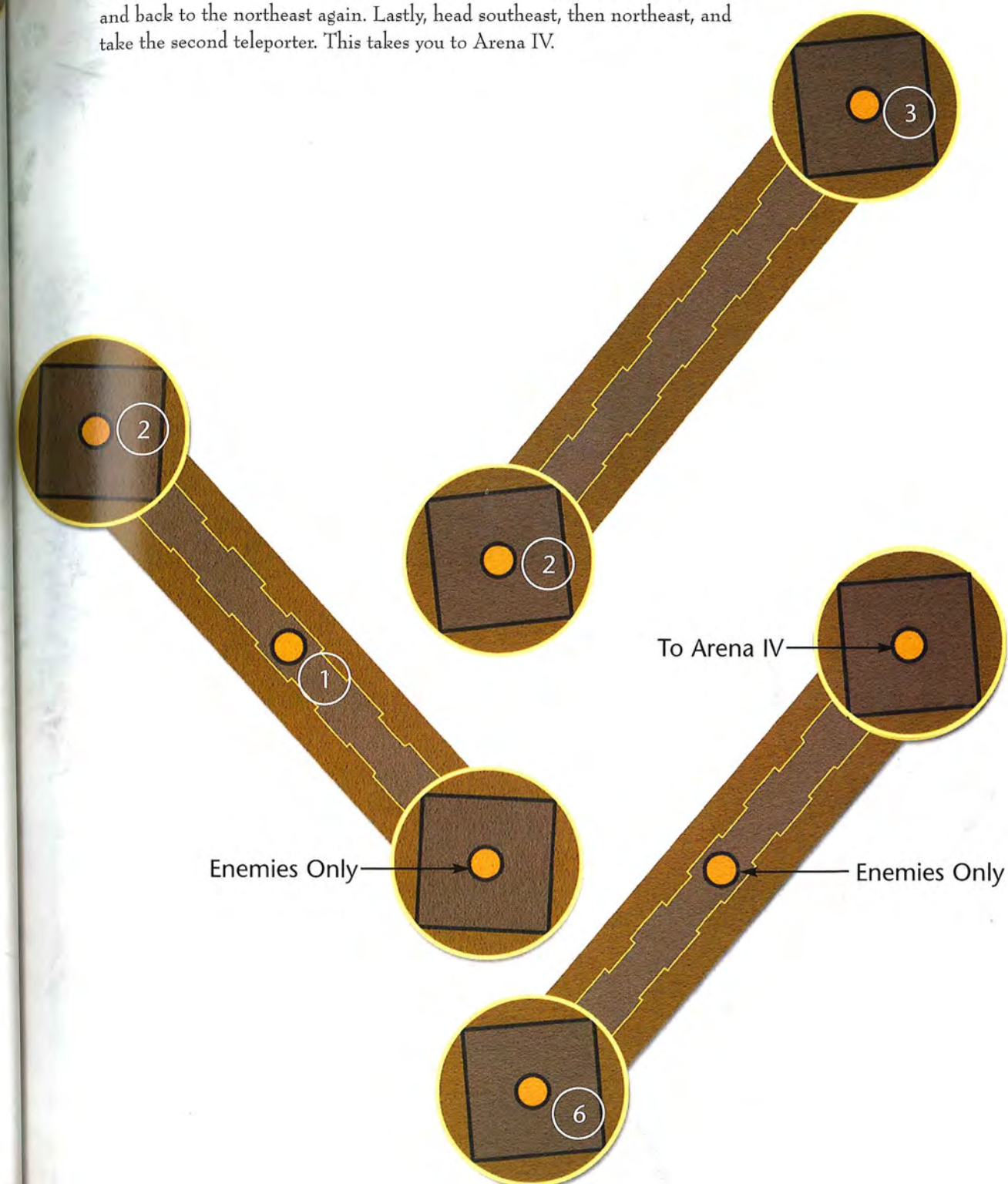




# ARENA III



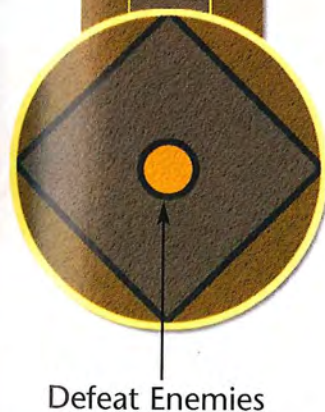
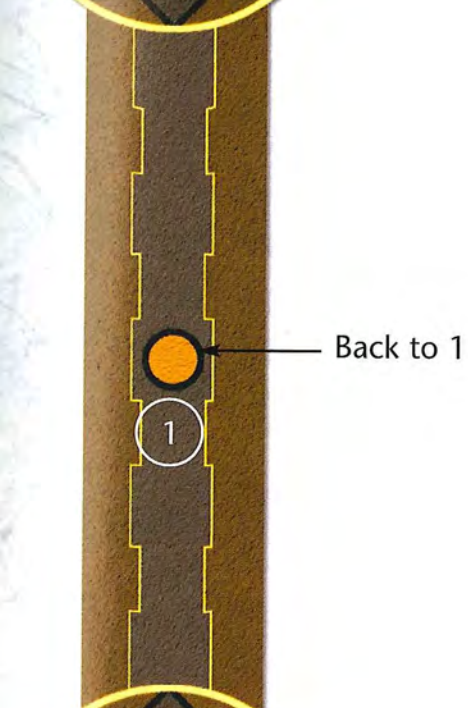
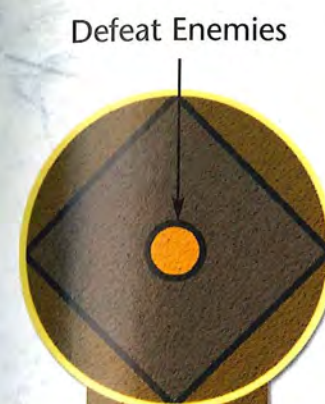
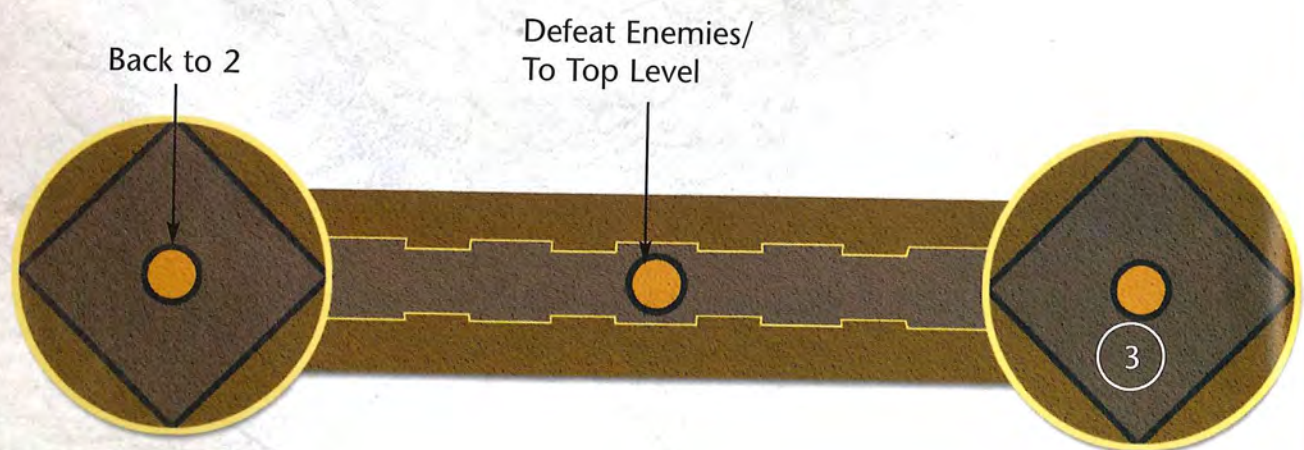
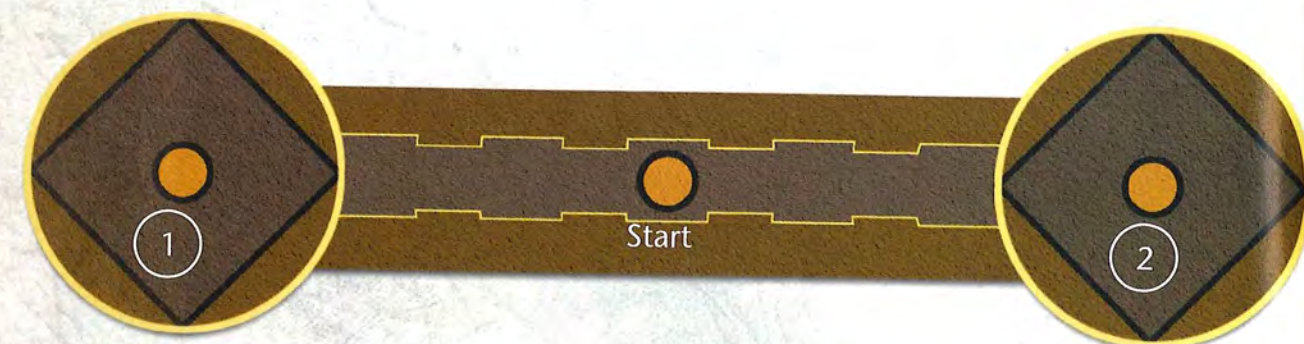
Head southwest and defeat the enemies to get an HP regenerator (if your HP is fairly high, it's not recommend to use the regenerator). The enemies that are here (three Shaolons) can be a very difficult combination to even the experienced gamer. Head northeast, use the teleporter there, and then head northwest and use that teleporter. Head northeast, go to the southeast, and back to the northeast again. Lastly, head southeast, then northeast, and take the second teleporter. This takes you to Arena IV.



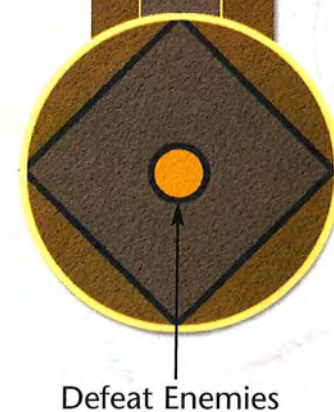
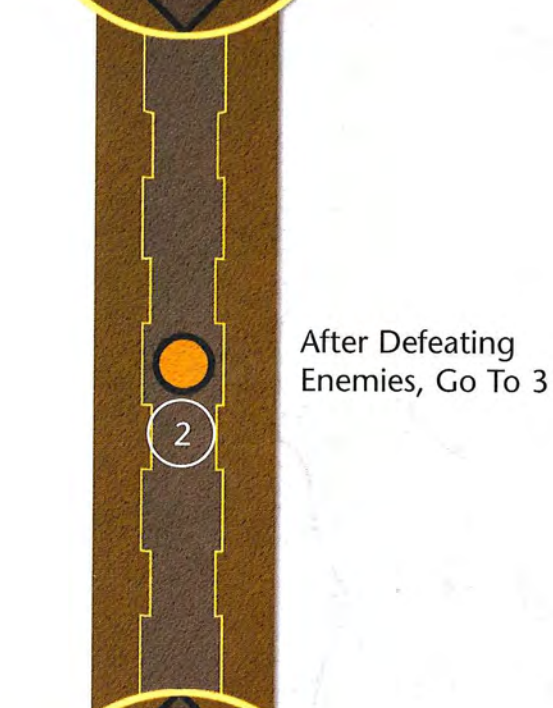
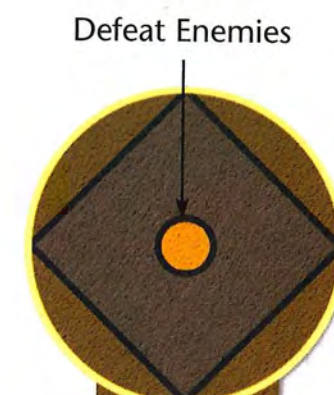


# ARENA IV

Head to the west and use the teleporter. You will need to defeat the enemies at both ends of the room. Use the middle teleporter to return to the first room, and then head to the east and repeat the above process for this room. Use the middle teleporter to return to the first room, and then go to the west and use the middle teleporter. Defeat the enemy and then head up to the final level.



Defeat Enemies



Defeat Enemies



### The Arenas:

After going through each arena, you must traverse a set of floating platforms. Simply hit the switch to the left of the platforms to cancel the forcefield, then hop across the platforms to reach the other side. Note that if you fall, you're forced to start from the beginning of the forcefield area. Also, you're up against a timer. If you get across within the time limit (and before the bar turns red), you'll receive a Bronze Coin and you'll have access to the HP regenerator for as long as the timer runs.



## STAGE 2

When you arrive, make sure you save your game using the spinning object to the left. Go down the hall and use the teleporter to go to the next area, the circular room.

## Circular Room

This next area is one big circular room. You'll find four hearths inside each of the rooms. Some will be lit, while others won't. The object is to find the correct combination, and take a colored ball back to the main room.

The following information details how to solve the puzzles, starting with the room in which you start and going to the right. Here's how it works:



1. Room 1—2 Middle Hearths Lit: Transform into the Hellhound and extinguish the hearths using Ice Blow (△). Then use Flame (⊗) to light them again.



3. Room 3—Left Hearth Lit, One Weak Flame: Extinguish the leftmost flame, and then light the hearth next to it. Then use Jinn's Tornado attack (△) to make the weak flame stronger.



2. Room 2—None Lit: Light the two middle hearths using Hellhound's Flame attack (⊗). Take the colored ball back to the first room.



4. Room 4—All 4 Hearths Lit: Extinguish the two outermost flames, leaving the middle ones lit.

### Don't Forget!

You must return each colored ball to the main room before you can continue on with the next flame puzzle.



## BOSS FIGHT

### Psycho Master

This fight is similar to the previous fight with Psycho Master. This time, however, he's added a twist. There's an invisible barrier surrounding the area in which you fight. If you touch it, you take damage.



Psycho Master comes with his full arsenal of attacks, including his hover attack and ground flame attack. He's also added a new attack, although it's not very powerful.

You can only hit Psycho Master in the back to cause damage. If you hit him in the front, he'll pick you up and cause double-digit damage. Plus, he may throw you into the invisible barrier and cause even more damage.

You can attack as Rue and hit the Boss after he launches a ground flame attack, or you can transform into Jinn and use its Spin attack (⊗). It's best to use Jinn, because it's much faster than Rue. This means that you can even hit Psycho Master as he's teleporting around the area. When he appears, quickly go around him and use Jinn's Spin attack.





# CURSED CROSSWAYS

The Cursed Crossways is an elevated area with seven separate platforms. Standing on the platforms warps Rue into a fight against his past enemies. The goal is to find and fight three past Bosses. They are located to the right (Skull Beast), left (Chimera), and straight-ahead (Nightmare).



After defeating the three Bosses, a Save Point will appear, so use it. You're heading down the final stretch!

After defeating the three Bosses, a Save Point will appear, so use it. You're heading down the final stretch!

**Note**

## Low on HP or MP?

If you're running low on HP or MP, you can fight the lesser enemies to beef up. Or you can simply fight the Bosses and go to the next area.

When you're ready, stand on the HP regenerator to go to the next area.



## BOSS FIGHT

### Doll Master

This is the toughest Boss fight up to this point in the game. Doll Master is very fast, and causes lots of damage when he connects with an attack.



When Doll Master comes toward you, head for the opposite side (staying close to the railing) and jump past his grasp. Then you can quickly turn around and hit him multiple times with Rue's weapon. If you get too close, though, Doll Master will grab you and toss you into the air. This causes big damage. One of Doll Master's peskiest attacks occurs when he releases bats. They're tough to see, and they almost always seem to thwart your attacks.



**Warning**

## One Last Note:

Doll Master has one last trick up his sleeve. When his HP gets around one-quarter and you jump near Doll Master, he draws you in multiple times and causes big damage.

You also can transform into Shaolon and use its Lightning attack. This causes around 25-30 HP of damage per hit. On the down side, it does consume a lot of MP, so you may need to transform back into Rue to gain more MP.

## BOSS FIGHT

### Valen (1st Form)

It may take quite a while to defeat Valen's first form. It is being protected by Morning Dew, so you can't cause great damage to it. To make matters worse, Valen sends one of its minions, Evening Dew, to stomp around after Rue on the circular fighting arena.

Valen will float around the area, but won't stay in one place for too long. You need to run around the arena and get Valen in your sights. When he's there, let him have it with Rue's sword.

While you're tracking down Valen, you'll want to take out Evening Dew. This big monster has lots of HP, but is fairly slow. If you can hit Evening Dew enough, you will prevent it from healing Valen. If you're not quick enough, Evening Dew will replenish some of Valen's lost HP.



Try hitting Evening Dew at least three or four times before going after Valen for a quick hit. If you're quick enough, you can hit Valen twice before retreating to take on Evening Dew again. Repeat the process again until the fight ends.






# BOSS FIGHT

## Valen (2nd Form)

Valen's second form is much trickier. There are three versions of it, each with its own kind of attacks. However, you can only cause damage by hitting one of the flying versions. Attempting to cause damage to the others will only result in a loss of HP.

To avoid Valen, continually run circles around the fighting arena. Each version is somewhat slow, so this part should be easy enough. Additionally, you'll occasionally notice that HP and MP vials will randomly appear. Use them to your advantage.

When you see the flying version move up high (you'll notice the camera angle change), stop and face Valen. Then press the  button to block the attack. You'll still take minimal damage, but nothing major. After the attack, quickly run up and jump-attack Valen in the body. This will cause substantial damage.

After about four or five hits, Valen will be history!



# Mint's Walkthrough



# MINT'S EPISODE

A spunky young girl, Mint has her mind set on ruling the East Heaven Kingdom. Unfortunately, her sister Maya has other thoughts.

As the story unfolds, Maya tells Mint that it has been determined that Mint is unfit to rule the kingdom. Mint vows to get back at Maya and leaves in search of a relic that will help her in her ultimate quest—world domination!



## CARONA

**Coins:** Silver Coin (x2: Grassy Area and Tavern, near barrels), Bronze Coin (near wooden doors)

**Items:** None

Two years into her search for a relic, Mint arrives in the cozy town of Carona. Upon arriving, take a few moments to explore the town and talk to the citizens.



The innkeeper asks if you'll help find Elena, who has run off into the forest to find her parents. Take her up on the offer and head for the big wooden doors. Select Carona Forest and prepare for your first big adventure.

### Free MP!

Mint needs MP (magic points) to perform her magic. At the start of the game, her max MP is 60, but she doesn't have any. Head for the tavern and talk to Annette, the waitress. She'll offer a drink on the house. Choose **Root Beer**, and Mint's MP will increase 25%.

Also, there's a sign on the wall in the Tavern next to the door. Upon inspecting it, you discover that someone is looking to fight for money. Keep this in mind for later if you run low on Gold.



## CARONA FOREST

**Coins:** 3 Bronze Coins, Silver Coin (defeat Elena in forest)

**Items:** None

The first part of this area serves as a quick tutorial. In addition to learning about the basics, you'll learn about Mint's ability to cast Magic. At the beginning of the game, Mint has Blue and White Magic.



At the end of the tutorial, you'll notice a pink treasure box with 3 **Bronze Coins** inside. After passing through the swamp, you'll encounter Blood and Smokey. These bad guys are holding Elena hostage.







# BOSS FIGHT

## Blood & Smokey

Blood and Smokey are pretty slow, and they only attack one at a time. When one finishes the attack, the other takes his turn.

The simplest way to defeat them is to perform a lot of jump kicks. Wait for them to get close, jump into the air (press the  button), and then press the  button. After a few of these, the fight will end quickly.



After the fight, follow Elena along the path. She may get a bit ahead of you, but you can't get lost in this tiny forest.

**Tip**

### Silver Coin:

If you can beat Elena to the end of the path, you receive a Silver Coin!

## KLAUS & MIRA

Klaus and Mira, Elena's parents, are also looking for the relic. Unfortunately, Klaus has injured his leg, and it doesn't look like he can make the rest of the trip.

# STEEP CLIFFS

**Items:** Moon Stone (x2: inside atelier)

**Coins:** Silver Coin (inside atelier)

Climb down the steep cliffs, avoiding the enemies as you go. When you reach the bottom and can see the treetops, jump off the ledge to enter the next area.



## THE GARGOYLES

You arrive at a shrine of sorts. Head to the shrine and inspect it. Upon doing so, you're forced to fight two Gargoyles. However, you must defeat both at the same time. If not, they will keep reappearing. It's best to use Mint's Blue Magic, Cutter. This should do the trick.



After eliminating both Gargoyles, walk up the set of stairs that appear.



### Need HP?

If you're low on HP, there's an HP regenerator to the far right. Stand in the blue sparkles to restore Mint's HP.

**Tip**



Upon arriving at the atelier, head up to the front doors. However, before you can get inside, a Guardian appears and stops your progress.



# BOSS FIGHT

## Nightmare

This Boss has a charge attack and a jump attack. As long as you keep moving, you can avoid the jump attack. Just look for its shadow and move away from it. Keep in mind, however, that when it lands it creates a glowing ring. If Mint touches it, she'll take damage.

For maximum damage, use Mint's White Magic, Spread. It causes lots of damage because it has multiple balls of energy. You can also jump-kick the Guardian and cause some damage. You should do this occasionally to restore lost MP.

Remember to always keep running in this fight to avoid the Boss' charge attack.



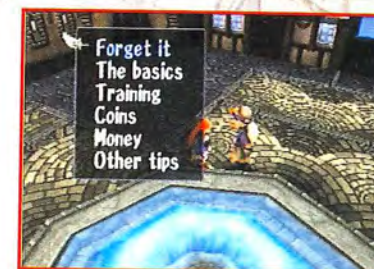
## CARONA TOWN

**Upgrades (Tonio's Shop):** Bronze Bracer (1000G), Bronze Belt (1000G), Silver Bracer (3000G), Silver Belt (3000G)

**Items:** Dream Stone, Last Hero, Red Magic

**Coins:** Silver Coin (Docks)

For helping out Klaus, Mira, and Elena, Mint can now stay for free at the local Inn—use this to your advantage.



### Helpful Hints:

For a brief tutorial on some game basics, talk to Graham by the fountain.

Tip

### Secret Path:

Before heading to Klaus', go to the Hotel and pay the 500G for a night's rest. Inside, you'll find a **Dream Stone**. After picking it up, face the bed and chose the Sleep option. Mint will then have a dream about an Ootang jumping into a hollowed-out stump in Carona Forest.

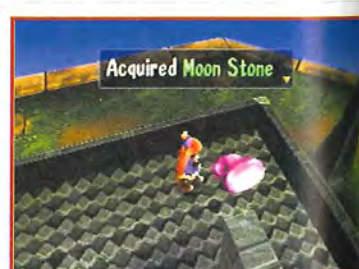
Speak with Klaus downstairs in his house, then head to Carona Forest and jump into the first tree stump. This deposits you in a new area. Follow the path until you reach a "withered" plant. Use Mint's Blue Magic, Droplets, on it to make it grow. Hop onto the plant and then jump to the left to receive the **Last Hero**.

Return to Carona and visit Rod. If you give the Last Hero to him, he'll give you four **Strength Ups** in return. This increases Mint's strength by four.

Tip

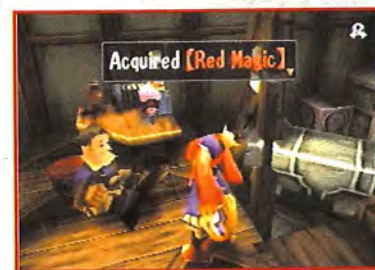
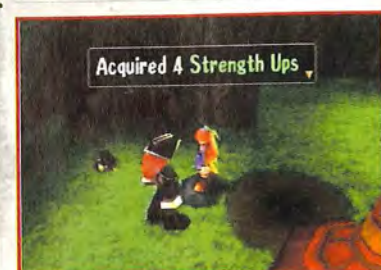
## THE ATELIER

Once you're inside the atelier, make sure you explore everywhere. Downstairs you'll find a **Moon Stone** in a treasure box, and upstairs you'll find a **Silver Coin**. Don't forget to head outside; there's another **Moon Stone** there as well.



After picking up all the items, examine the vault. You'll then learn more about the Aeons, the great magicians who created relics. These relics hold great powers, and supposedly can grant any wish.





Klaus informs Mint that a seal has been placed on the Aeon relic. To get it, the seal must be removed. He then mentions that you must head to the Underground Ruins and seek out Grand Magician Elroy's atelier. Before leaving, however, Klaus hands Mint Red Magic.

### Before Leaving...

Visit Tonio's Shop and make sure you purchase some gear before venturing off to the Underground Ruins. Purchasing the Bronze items first causes the price of the Silver items to reduce by 500G.

## UNDERGROUND RUINS

**Items:** Moon Stone, Night Stone, Rare Wine, Super Magic, Tiara, Cube, Legendary Sword

**Coins:** Bronze (x5), Gold

Before the trip gets under way, Mint runs into Rue, her rival. It seems that he's also going to the Underground Ruins.



The ruins can be tricky if you don't follow a specific path. From the start, take every left path until you hear running water and then continue to follow the sounds. You'll eventually run into Rue again.

Exit this area and take the first right path to reach the first waterfall. Then head south and take the first path to the right. This takes you to a room with a **Moon Stone**. Continue south and take the next right path to find a **Night Stone**. Take the next path to the north, following the sounds of the waterfall. Hop into the hole to begin the second part of the Underground Ruins.

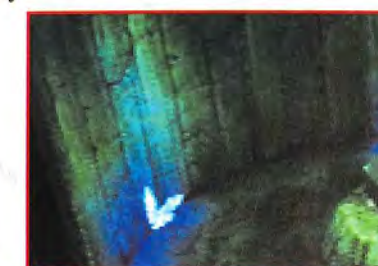


## THE COLORED PLATFORMS

The next area is a rather simple maze, where the goal is to find six colored platforms. A Giant Ant protects the entrance to the platforms. You must jump from box to box to avoid falling into the green slime, and the Gudon enemy will attempt to stop your progress. Just use Mint's Blue Magic, Droplets, to dispose of both enemies.



The last platform is behind a huge ice block. To get it, use Mint's Red Magic, Burner, to melt the ice.





## GETTING THE RED WINE

There are two more ice blocks blocking the path to two treasure boxes, however, you'll need to spend considerable time to increase Mint's MP if you want to get what's inside. To do so, battle the enemies constantly and use a lot of Magic. Mint's MP will slowly increase the more you use it. You'll find **Rare Wine** and **Super Magic** effect inside the treasure boxes.



### Reduced Prices:

Tip

Take the Rare Wine to Hobbs and give it to him. By doing so, he'll drastically reduce his prices from 30,000 to 5000G. A much better price indeed!



### What's Super?

Super adds another effect to Mint's Magic stock. It's represented by the infinity sign in her Magic inventory.

Note



## THE TREK CONTINUES

After getting all six platforms, return to the room where you started. Then, starting from the far right, hop onto each platform without falling off or else you'll have to start over again. The platforms will then rise and take you to the next area.



## RUE AND THE ROLLING BOULDER

Jump into the hole and then run to the right, where you'll encounter Rue and a gigantic boulder. Examine the boulder and race it down the path, avoiding the falling rocks. There's a small alcove to the left that will provide safety from the rolling boulder. Hop into the alcove and let the boulder destroy the wall.



### Low on Health?

Tip

If you're low on health, run back up the path to the right to find an HP regenerator. Stand in the blue sparkles to restore Mint's health. Also, talk to Rue to receive a **Bronze Coin**.





## THE POND AND THE ROTATING PLATFORMS

The next part of the Underground Ruins takes you to a small pond with more colored platforms. To solve this puzzle, simply jump on the flashing platforms in order. If you don't go in order, you'll have to start over again. Also, if you fall into the water, you'll take damage.



### Tip

**Legendary Sword:**  
Before you start this puzzle, you can get an item. Jump on any platform and ride it to the back of the area. There's a small ledge with a treasure box on it. Hop onto it to receive the **Legendary Sword**.



## BOSS FIGHT

### Skull Beast

When you reach the four platforms, you encounter the Skull Beast. This Boss has two different fire attacks, both easy to avoid.

When the Skull Beast starts to flash white in color, go in for the attack. After a few hits, the Boss will fall. Hop onto the gray platform to visit Elroy's atelier



## ELROY'S ATELIER

The next area is triangular in shape with three rooms. Each room contains lots of goodies, and here's what you'll find:

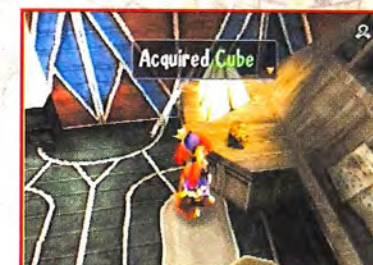
1. The room to the north contains the Tiara and 2 Bronze Coins.




2. The room to the east has an HP regenerator, a Bronze Coin, and a Gold Coin. (Look between the two black objects for the Gold Coin.)



3. Lastly, the room to the west has a Cube and a Bronze Coin.



When you're finished, stand in the center of the platform and press the  button to leave the area. However, before you can leave, Belle and Duke show up to ruin the day.



# BOSS FIGHT

## Belle

This is a fairly simple fight. Belle has a couple of fire attacks that are easy to avoid by running around the circular arena. Counter her fire attacks with Mint's Blue Magic, Cutter.

Also, when Belle pauses, perform a jump-kick for maximum damage. Unfortunately, however, Belle steals the newly acquired Tiara from Mint as both she and Duke make a run for it.



As Mint chases after Belle and Duke, she runs into Skull Beast again. The fight, however, is much shorter this time around. As with the previous fight, wait until Skull Beast starts to flash and then hit the Boss with a jump-kick. After one hit, you can leave the area, but be quick about it because the Boss chases after you.

You'll then race Skull Beast up a spiral staircase, avoiding spiked boulders in the process. The quickest route is the innermost part of the staircase. Once you reach the top, Rue comes in to save the day.



## CARONA

**Coins:** Bronze Coin (next to Church staircase)

**Items:** Power Effect Magic

**Upgrades:** Silver Bracer (2500G), Silver Belt (2500G)

Upon returning to town, head to Klaus' shop and show him what you found in the Underground Ruins. In addition, Klaus reveals the location of the relic: the Lake Ruins. The relic seems to be with Mint's grasp. With no real clue as to how to break the seal using the Cube, Klaus suggests you visit Fancy Mel's atelier.



### More Magic:

Before you go to Fancy Mel's, return to the Underground Ruins and go back to the spiral staircase. Search the Skull Beast at the bottom of the stairs to find **Power Effect Magic** to add to Mint's arsenal.



## HOBBS AND THE RARE WINE

Don't leave just yet! Take the Rare Wine you acquired (hopefully) in the Underground Ruins and take it to Hobbs' Shop. When he asks, go ahead and give it to him.

In return, Hobbs greatly reduces his prices.

ITEM	COST BEFORE	COST AFTER
Strength Up	30,000G	5000G
Defense Up	30,000G	5000G
Max HP Up	30,000G	5000G
Max MP Up	30,000G	5000G



# FANCY MEL'S

*Items:* None

*Coins:* None

Note

## The Lakeside:

Pay a quick visit to the Lakeside and watch Mint unleash against Maya. It's actually pretty funny.



The path and surroundings leading to Fancy Mel's should give you a good indication of the "uniqueness" of this magician. However, Mel's not home so you must take part in three mini-games with the Poppul Purrels to pass the time.

Before each game, you must tackle a timed obstacle course, full of difficult jumps and multiple enemies. The time remaining after finishing the obstacle course rolls over to the mini-game. Therefore, it's imperative that you finish the obstacle course quickly. The more time you have, the better chance you have at racking up points.

For each game, you'll receive a "goody" depending on your total score.



**Fungie Bash:** In this mini-game, the object is to hit as many Fungies as possible. You can only hit Fungies that are above ground; if you hit one that's underground, you lose points and it might knock you over.



**Bouncing Balls:** The object of this mini-game is to pick up colored balls. However, you must avoid the black balls; picking them up causes you to lose points. Picking up like colored balls in succession will result in greater point totals.



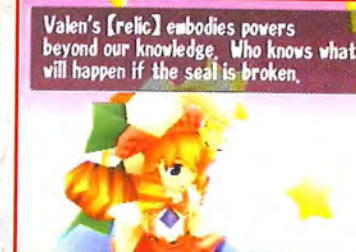
**Cockadoo:** The object in this game is to scare the Cockadoos by jumping on trumpets. To receive multiple points, wait until more than one Cockadoo is near the trumpet. Note, however, that you can't wait too long because if a Cockadoo flies over your head the game ends, regardless of how much time remains.

Note

## Save Point:

The Cockadoo outside of Fancy Mel's serves as a Save Point.

After playing all three mini-games, you'll meet Fancy Mel. She reveals that the relic Mint is after was created by Valen, the most powerful Aeon ever. Fancy Mel agrees to help if Mint will help her find a missing Poppul Purrel.



# CARONA

*Coins:* Silver Coin (Docks), Gold Coin (Docks, after Blood & Smokey Boss fight), Bronze Coin (Docks, after Blood & Smokey Boss fight)

*Items:* None

Marco, the young boy by the fountain, reveals that Poppul Purrels like the forest, so head for Carona Forest to begin your search. You'll eventually encounter Blood and Smokey holding the Poppul Purrel hostage.



## BOSS FIGHT

### Blood & Smokey

Not much has changed since you first fought this bumbling duo. They still attack one at a time, so wait until they pause and then use Mint's jump-kick to cause some serious damage. Constantly stay on the move, and this fight will end shortly.



Head to the Inn and choose the option "Go to your room." You'll then witness an interesting dream sequence. Afterwards, return to Fancy Mel's atelier.



## FANCY MEL'S ATELIER

*Items:* Mel's Report

*Coins:* None

Mel finished her part of the bargain and examined the Cube. All of the information is contained in **Mel's Report**. Klaus will be interested to see this, so it's time to return to Carona.



## BOSS FIGHT

### Starlight Duke

The trip back to Carona is interrupted by Duke disguised in a star costume. He wants the Cube and Mel's Report, but Mint won't give it up without a fight.

Duke is very slow in this fight, with the exception of his spinning attack. However, after performing this attack, he falls down. You can only cause damage to Duke while he's on his back. You can either use a jump-kick or use Mint's White Magic, Spread, to finish the job.

When Duke jumps into the air make sure you jump before he lands. If not, you'll take some damage.





# CARONA

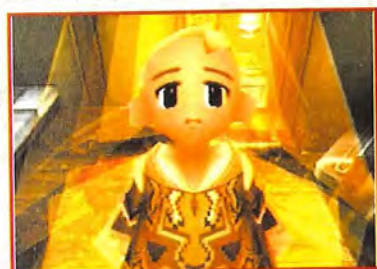
*Coins:* None

*Items:* None

*Upgrades:* Gold Bracer (3500G), Gold Belt (3500G)

\* These items are available after you speak with Klaus.

Return to Klaus' and show him Mel's Report. Inside, it explains how to open the Cube. Upon opening it, a small doll appears. This doll, Prima Doll, is the only one who can break the seal at the Lake Ruins. Unfortunately, Prima Doll is incomplete so he can't do anything until certain parts are found.



The items are contained in ateliers of Grand Magician Elroy's apprentices. To complete Prima Doll, he needs a pair of Gauntlets and a pair of Sollerets from the Ghost Temple, as well as earrings from Gamul Forest. Lastly, an amulet must be made from an item called Phantomite.



Mint agrees to venture to Gamul Forest, while Rue will trek to the Ghost Temple to obtain the other items.

# GAMUL FOREST

*Items:* Green Magic, Brooch, Earrings

*Coins:* None

As you attempt to go to Gamul Forest, Mira tells Mint to talk to Rod, who can take you there. However, it's not without a price. You must fight Rod if you want him to take you to Gamul Forest in his Pulsar-inferno Typhoon Omega.

*Note*

*What a Nice Guy!*

*Win or lose, Rod will take you to Gamul Forest.*

## THE DESTROYED ATELIER

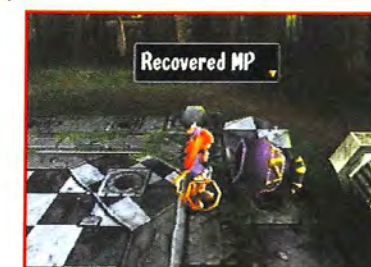
Once you arrive, Mint discovers that the atelier has been destroyed. Examine the book in the lower-left corner to discover that the earrings are hidden inside the atelier's guardian.



*MP Fix:*

*The purple pot on the right side will restore Mint's MP to max.*

*Tip*



Examine the windmill and the purple pot, then return to the center of the destroyed atelier and prepare for an unwanted surprise!





# BOSS FIGHT

## Belle

You fight not only Belle in this battle, but Hexagon, Belle's ultimate weapon. Run to avoid the Hexagon's grip; if it catches you, it will cause some serious damage.

After it attempts to grab you, Belle launches a ring of fire, causing platforms to appear. Hop onto a platform, and hit Belle with Mint's Blue Magic, either Cutter or Spread. This will quickly take down Belle with little trouble.

After the fight, examine Belle to receive **Green Magic** and then use it on the windmill. This lowers a platform to the ground, so hop onto it.



## Warning

### Tough Area Ahead!

The following portion of Gamul Forest is very confusing. There are lots of switches and paths, so follow along carefully!

## THE PATHWAYS

Follow the wooden walkway past two Gamulian huts until you reach the first propeller. Use Green Magic, Typhoon, on it to lower the platform.

## Warning

### The Gamulians

These ewok-like creatures will attack only if you attack first. If you do, prepare to fight a bunch of them. They're relentless in their pursuit.

Ride the platform up, but when you reach the next area with the first switch, DO NOT hit it. Instead, ride the trolley to the next platform that takes you down. Use Green Magic, Typhoon, to spin the propeller to move the sliding platform. Jump onto the platform and ride it to the other side and jump onto the walkway. Run past the Ootang and then hit the switch at the end of the walkway so it points to the left. Return to the platform as it takes you back to the beginning.



Take the path back to the first propeller and ride the platform up. This time hit the switch so that it points to the left. Then ride the trolley until you reach a platform that takes you down. When you reach the walkway with two switches, hit the left switch so that it points to the right. DO NOT hit the right switch. Hop on the platform again to return to the beginning.

Take the path to the end again and hop onto the platform. Leave the first switch as is, hop on the trolley to the next platform going down. Take the platform past the Gamulian hut and look for two propellers. These propellers control two moving platforms. Use Green Magic, Typhoon, on both and jump across the platforms. Hit the switch so that it points to the right, then drop below to the right. Leave the switch here as is and take the walkway past the Ootang and the Gamulian hut. Hop on the lift back to the start of the area.







Take the path to the first propeller and hop onto the platform. Hit the first switch so that it points to the right and hop on the trolley. It takes you to a treasure box with a **Brooch** inside. Take the lift up and take the path to its end.

## BOSS FIGHT

### Cloud Whale

The best attack to use against the Cloud Whale is Green Magic, Wave. Wait until the Boss is at the end of the raft and opens up its mouth, or when it appears on the right side. Wait until it finishes trying to draw you in, and then let this Boss have it by letting loose with as many shots of Wave as possible!

If Cloud Whale swallows you, don't worry. It doesn't cause much damage and you can always replenish your HP and MP by defeating the Gamulians on the raft.

You must also avoid the small waves that occur when Cloud Whale swims by the raft. Simply jump over the waves to avoid any damage. You receive the **Earrings** for winning the fight.



## CARONA

*Upgrades (Tonio's Shop):* Platinum Bracer (4500G), Platinum Belt (4500G)

\* These Upgrades are only available after you speak with Klaus.

*Coins:* None

*Items:* None



Upon returning to town, Mint has a run-in with a spiked-haired guy, who says he's left a surprise for her at Klaus'. After getting the "surprise," go talk to Klaus. Rue is there with the Gauntlets and Sollerets, so Klaus uses them to awaken Prima Doll. However, he can't walk until the amulet is made. To do so, you need Phantomite, which can be found at Raging Mountain.

### Lower Prices or More Cash?

Take the Brooch to the Tavern and talk to Annette, the waitress. If you give it to her, she'll lower the drink prices to the following:

Milk, 10G  
Root Beer, 30G  
Tropical Delight, 50G

However, if you would rather have some extra cash, hold onto it for now and give it to Marcum a little later in the game.

Tip





# RAGING MOUNTAIN

**Items:** Phantomite, Legendary Shield, Black Magic

**Coins:** Silver Coin (x3)

Follow the path to the right and then, after the small path breaks away, drop down below. Hop over the path to the left and pick up the **Black Magic** from the treasure box. Use Black Magic to blow up the boulder to the left and work your way back up the path.



The next area has a split path. Take the path to the left first and, using Black Magic, Bomb, blow up the boulder. There are 3 **Silver Coins** inside the treasure box. Return to the other path and blow up another boulder to reach the lava area.

## THE LAVA AREA

This area is full of lava and floating platforms, so if you fall off of one, you'll take some damage. Ride the second platform toward the Bubbas and defeat them using Black Magic, Bomb. Use the HP regenerator if you're low on health. Hop across the remaining platforms to reach the windy area.



## THE WINDY ROOM

The next area is difficult to traverse because of the gusting winds. To make it through safely, use the rocks as support against the wind, and work your way up the path to the exit.

### Helpful Hint:

Do not try to jump over gaps when the wind is blowing. If you do, you may drop between them and take some damage. It's best to wait for the wind to subside before jumping.

# BOSS FIGHT

## Belle & Duke

Not only must you fight Belle and Duke, but the Hexagon joins the fray as well. First, focus all of your attacks on Duke. Simple jump-kicks or multiple hits will do the trick. You need to watch out for the Hexagon's grip, though. If it grabs you, you'll get thrown into the air and take some serious damage. With Duke out of the way, concentrate on Belle.

Wait for the Hexagon to grab, hop away, and then either jump-kick Belle or use Blue Magic, Icicle, which causes big damage. After depleting her life bar, Belle hops off the Hexagon and battles one-on-one. Avoid the green spheres and then use Blue Magic, Cutter, to cut Belle down to size.



Tip

### Need HP or MP?

If you run low during this fight, run to the end of the area to cause some Pollywogs to appear. You can defeat them to restore any lost HP or MP.



As you continue up the mountain, take out the Bubba and use the HP regenerator near the right ledge to recover any lost HP from the Boss fight. Continue up the path and jump past the two Fire Blobs to get the **Legendary Shield** from the treasure box. Continue up the path until you encounter Wylaf.



# BOSS FIGHT

## Wylaf

This dragon is quite a fighter for its age. Wylaf, however, won't give up the Phantomite without a fight. Since this Boss uses fire attacks, use Mint's Blue Magic, Icicle, against it. It works wonders in this fight. Wait until Wylaf flies down close to Mint, then hop out of the way and use her Magic.

Wylaf has a couple of different attacks. It can breathe fire, causing multiple fire patches around the area. Plus, it can also create small but powerful wind storms. If you get caught up in one, it will pick you up and slam you to the ground.

When Wylaf's health reaches about one-half, it says "Enough!" at which point you should NOT attack again. If you do, Wylaf will defeat Mint. You receive the Phantomite for defeating Wylaf.



## CARONA

**Coins:** Silver Coin (alleyway), Bronze Coin (leading to Docks), Silver Coin (Church, left side)

**Items:** None

Blood and Smokey once again challenge Mint to a fight. Head to Carona Forest if you want to battle them again.

# BOSS FIGHT

## Trap Master (Optional)

The boys bring some help this time, in the form of Trap Master. The fight doesn't take place in the forest though; you fight in a small room with a nine square platforms.

The key to this fight is to stay off the flashing platforms, or "traps." Trap Master will jump on several of them and "activate" them, causing them to flash. He'll then blow them up, so if you're standing on one you'll take damage when it is destroyed.

He will also occasionally drop a spiked ball on a platform. However, this is easy to avoid because a small shadow will appear over the platform before the ball lands.

The best time to attack is before and after Trap Master blows up the platforms. You can either use Mint's Blue Magic, Cutter, or her jump-kick attack.



# BOSS FIGHT

## Blood & Smokey

If you fight Trap Master, you are forced to fight Blood and Smokey again. Use the same tactics you've used in the previous fights. Always stay on the move, then attack when one of the characters pauses.





# CARONA

*Coins:* None

*Items:* None

*Upgrades:* None

Return the Phantomite to Klaus so he can start to make the amulet. Now, however, Prima Doll is low on energy, so visit Fancy Mel for some answers. Before you go, though, there's a couple of things you can do.

Tip

## Extra Cash:

Remember the Brooch you picked up in Gamul Forest? Take it to Marcum by the fountain. It seems that he really likes the Brooch, so he offers 4000G for it. However, if you decline him, he'll increase his offer to 6000G.



Tip

## More Magic:

Now that you have Black Magic, return to Carona Forest and take the tree stump shortcut to the steep cliff area. Drop off the side and find the area with the big rock across a wide path. Use Black Magic, Graviton, to destroy the rock and get the Circle Effect Magic effect from the treasure box.

You'll also find a Bronze Coin and Silver Coin at the end of Carona Forest outside the atelier.



# FANCY MEL'S

*Items:* Yellow Magic

*Coins:* None



Mel mentions that a creature named Gorotan can help out. It has the ability to harness lightning, which would help out Prima Doll's situation. Talk to the Poppul Purrels and they'll take you there.

## BOSS FIGHT

### Gorotan

To summon Gorotan, talk to the yellow "kid" as Mel calls them. This big cat-like creature is fairly slow, but has multiple attacks. In particular, its lightning attack can be devastating. When it rears up on its hind legs, get moving because it's about to shoot out lightning.

To cause big damage, hit Gorotan in its backside using Blue Magic, Cutter, or Black Magic, Graviton. You can even use Mint's jump-kick attack to cause some damage. By using Magic, you can take down Gorotan with about five or six hits.

You receive Yellow Magic for defeating this Boss.





# CARONA

**Coins:** Bronze Coin (in front of Hotel), Silver Coin (Docks), Bronze Coin (Docks), Silver Coin (Church, right side), Silver Coin (Grass Fields)

**Items:** None

Note

## Finding the Coins:

It should be noted that you can find most of the Coins after you're ready to take Prima Doll to the lakeside.

Return to Klaus' after the Boss fight with Gorotan. Mint then uses her newly-acquired Yellow Magic on Prima Doll to re-energize him.

You must then leave town (go anywhere) then return to Klaus' and take Prima Doll to the Lakeside.



Note

## Story Revealed (Optional):

If you want to reveal more of the story, visit the Tavern. You'll hear why Belle and Duke have changed their attitude toward helping Rue. You can also head to the Lakeside and have a chat with Rue and Elena.

Tip

## More Gold:

While exploring the town with Prima Doll, you can gain 50G by talking to Marcum at the fountain.



Tip

## Something Fun:

This really has nothing to do with gameplay, but it's still kind of fun. With Prima Doll, head to the Grass Fields and talk to Rod and Johnny Wolf. Talk to Rod again and he'll say "That looks like fun." You can then run around the Grassy Fields controlling all four characters.

Note

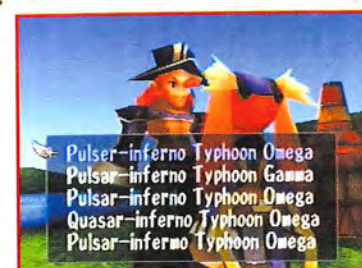
## The Tavern

Head to the Tavern with Prima Doll and buy Davis a drink. He'll tell you some interesting stories.



# ROD, THE BLADE STAR, TO THE RESCUE!

After you return from the Lakeside, visit Klaus who's finished with the amulet. You'll need a ride to reach the Lake Ruins, so visit Rod. He'll take you if you can tell him his craft's name. When you're ready to go, visit Klaus.



Note

## Can't Remember the Name?

If you can't remember the name, don't worry. Rod takes you whether you remember it or not.



# LAKE RUINS

*Coins:* Gold Coin

*Items:* None

As Mint and Prima Doll prepare to break the seal, they're interrupted by Maya and her entourage. Rue and Rod arrive and save Prima Doll; however, Mint gets captured. Then, using the Book of Cosmos, Maya seals the Lake Ruins.

While in the jail cell, search the wash basin to cause Maya to appear. After Rue comes to the rescue, follow his lead over the invisible platforms and pick up all of Mint's Magic from the treasure box. Hop on the circular platform and ride it up to Rue.



**Tip**

*Another Coin:*

If you cross it alone, you receive a Gold Coin.



# CARONA

*Upgrades (Tonio's Shop):* Mythril Bracer (5500G), Mythril Belt (5500G)  
\* These items are available after you rescue Mira.

*Coins:* Bronze Coin (fountain), Silver Coin (outside Hotel), Silver Coin (Blood & Smokey)

*Items:* None

Visit the Tavern and speak with Rue, Belle, and Duke. Next, head back to the Inn, choose the option "Go to your room," and then sleep. After a brief encounter with Psycho Master, Elena mentions that her mother was attacked by a doll in the forest, so head to Carona Forest.



**Tip**

*Help Blood & Smokey:*

The bad boys are in need of help. They're getting ambushed by some Puppets, and you can either help them or continue to find Mira. If you do help them, you'll receive a Silver Coin.



When you return to Carona after rescuing Mira, head for Klaus'. The plan is set: Rue will head for the Ghost Temple, while Mint will head for the Underground Ruins.





# UNDERGROUND RUINS

*Coins:* None

*Items:* Moon Stone, Star Stone

Proceed through the Underground Ruins as you did earlier in the game until you reach the lake area. This time, however, you won't have the benefit of hearing the sounds of the waterfall.

You need to collect the six colored platforms again, but now they're protected by Puppets instead of Giant Ants. You must defeat the Puppets for the platforms to appear.



## The Ice Blocks:

If you didn't do so earlier, now's a good time to break through all three ice blocks to pick up the Super effect Magic. After all your fighting, you should have plenty of MP.

Tip

After collecting them all, return to the beginning of the area and hop onto the platforms starting from the right and proceeding left without falling off.

## Don't Forget...

There's an HP regenerator at the top of the next area. Replenish your HP if necessary.

Tip

After a brief encounter with Maya, you'll return to Carona.



# CARONA

*Items:* None

*Coins:* None

Upon returning to Carona, you're forced to fight Psycho Master in the Church.

## BOSS FIGHT

### Psycho Master

Psycho Master is unique in that you can cause damage only by hitting him in the back. He also has an airborne attack. When he raises his arms, he floats around and tries to grab you. If he catches you, he'll inflict some serious damage.

The best time to attack occurs when he launches his ground attack. After doing so, he pauses and allows you to attack. You can then run around and hit him, or you can use Yellow Magic, Bolt. This causes major damage against Psycho Master.



After the fight with Psycho Master, select the Tower of Maya. This triggers a scene where Doll Master forces Prima Doll to break the seal, causing Valen's fortress to appear in the sky.



# TOWER OF MAYA

**Items:** Legendary Helmet, Star Stone (x2)

**Coins:** Gold Coin (x7)

Head up the spiral staircase until you reach the double doors, but pick up the coins from the Treasure Box first.



This leads to a room with some green platforms. You need to hop onto the platforms that rotate clockwise while avoiding the Pumpkins.



**Warning**

## Watch Out!

If you miss a jump or jump on the wrong platform, you'll fall down and be forced to fight three Pumpkins. You cannot leave the area until you defeat all of them.

When you reach the other side, pick up the 2 **Star Stones** and use the HP regenerator if necessary. Exit the area then hop onto the circular platform to reach the next area. Before entering the double doors, pick up the 2 **Gold Coins** from the treasure box.

## THOSE SILLY WABBITS

The next area consists of more floating platforms. Hop onto the far-right platform, ride it to the pillar, then hop across the next two platforms to the one on the far-left. Unfortunately, those annoying Wabbit enemies will try to block your progress. You can ride the last platform to the exit. Pick up the **Legendary Helmet** from the treasure box and use the HP regenerator before exiting.



**Summary**

## Avoid Damage!

If you fall off the platforms, you can get back up by jumping on the center platform nearest the ledge. However, you must jump off before it reaches the ledge; if not, you'll take a small amount of damage.

## More Coins:

Before heading up the next spiral staircase, look for some more **Gold Coins** in a treasure box.

**Tip**



## BOSS FIGHT

### Trap Master

At the top, you'll fight Trap Master once again. If you fought him earlier in the game, this fight will be a breeze. Trap Master will set a series of "traps" on nine platforms. When he does, the platforms will start to flash. Avoid standing on the flashing platforms, because when they blow up, you'll take damage.

The best time to hit him is when he's setting the "traps." You can either press the button multiple times, or use Blue Magic, Cutter, to cause damage. Also, watch out when you see a shadow appear on a platform. This means Trap Master is about to drop a spiked ball on your head.



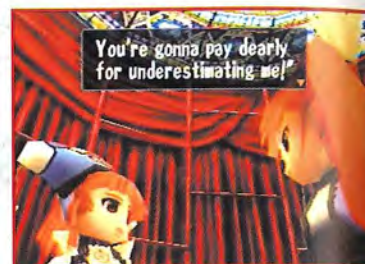


# BOSS FIGHT

## Maya

This is a simple fight. Run around the area while avoiding the Pumpkins and use Mint's jump-kick to cause big damage. Magic isn't much use here, because it oftentimes targets the Pumpkins instead of Maya.

Also, Maya will attempt to turn Mint into a Pumpkin. If this happens, simply jump around until you return to normal. After the fight, you discover that it wasn't Maya you were fighting—it was Mode Master, another one of Doll Master's minions.



## CARONA

**Upgrades (Tonio's Shop):** Brave Bracer (6500G), Black Belt (6500G)

**Items:** Hyper Effect Magic

**Coins:** None

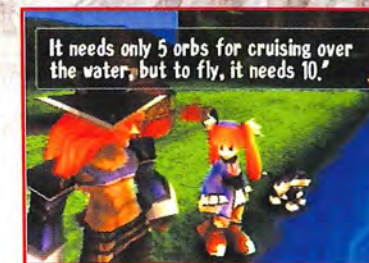
### More Magic!

Upon returning to town, talk to Neil, who's standing next to Tonio's Shop. He mentions something about Wylaf and Raging Mountain. Return to the top of the mountain as you did earlier in the game, and fight Wylaf. Defeat him using Blue Magic, Crystal, and you'll receive *Hyper Effect Magic*.

**Tip**

You'll need a ride to fly to Valen's Fortress and Rod's the only one with a vehicle capable of flying. However, you need to find five Cannon Orbs before it's capable of flight. Here's where to find the Cannon Orbs:

**Cannon Orb #1:** Talk to Fancy Mel and she will give you a Cannon Orb. If she doesn't, give it to you, go outside and play with a Poppul Purrel to get it.



**Cannon Orb #2:** Visit Hobbs' Shop. You'll have to pay for this one, and the price is *very* steep. The price you pay depends on the action you choose: a.) "Put on an act" = 5000G; b.) "Try to snatch it" = 10,000G; c.) "Threaten him" = 15,000G. (I wonder who will pay the difference?)

**Cannon Orb #3:** Head to the Tavern and Belle and Duke will relinquish the third one. They don't have it with them, but they'll bring it to the Grass Fields later.

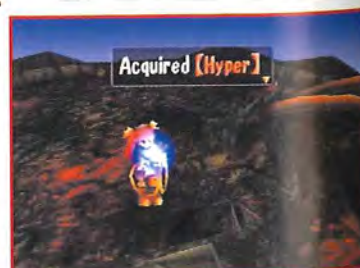


**Cannon Orb #4:** Visit Klaus and he'll offer up the fourth Cannon Orb.

**Cannon Orb #5:** Return to the Grass Fields. Rod and Duke will provide the last one, courtesy of a fight with Wylaf.



After you take a nap, return to the Grass Fields and speak with Belle. After a short conversation, you'll be on your way to Valen's Fortress.



### Legendary Items:

For more information on the Legendary items and what to do with them, please refer to the Secrets chapter.

**Tip**



# VALEN'S FORTRESS

*Items:* Gold Magic (Prima Doll), Cosmos (Maya)

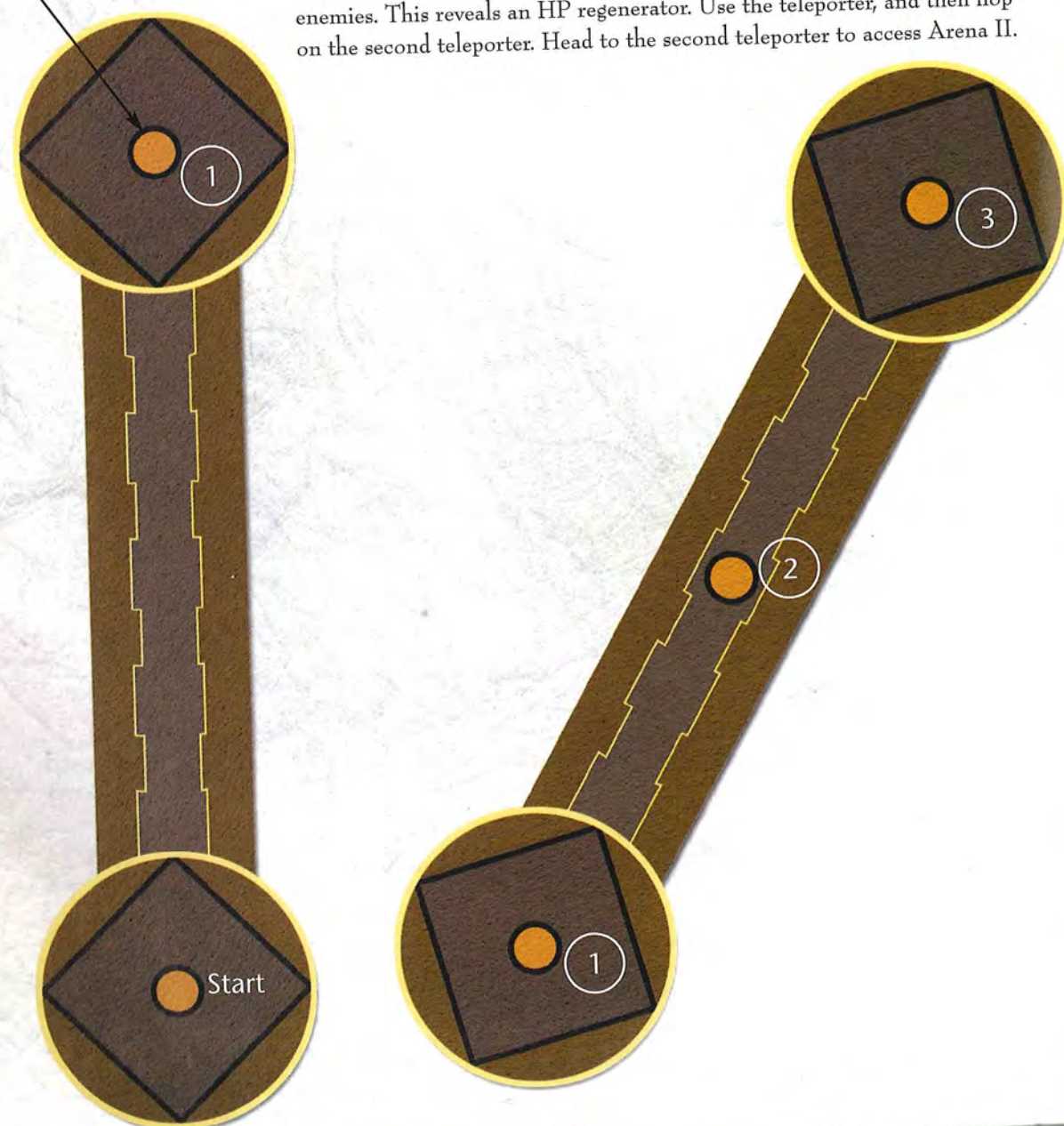
*Coins:* None

After acquiring all five Cannon Orbs, go see Belle and Duke in the Grass Fields. Once at Valen's Fortress, you'll have to go through several "arenas."

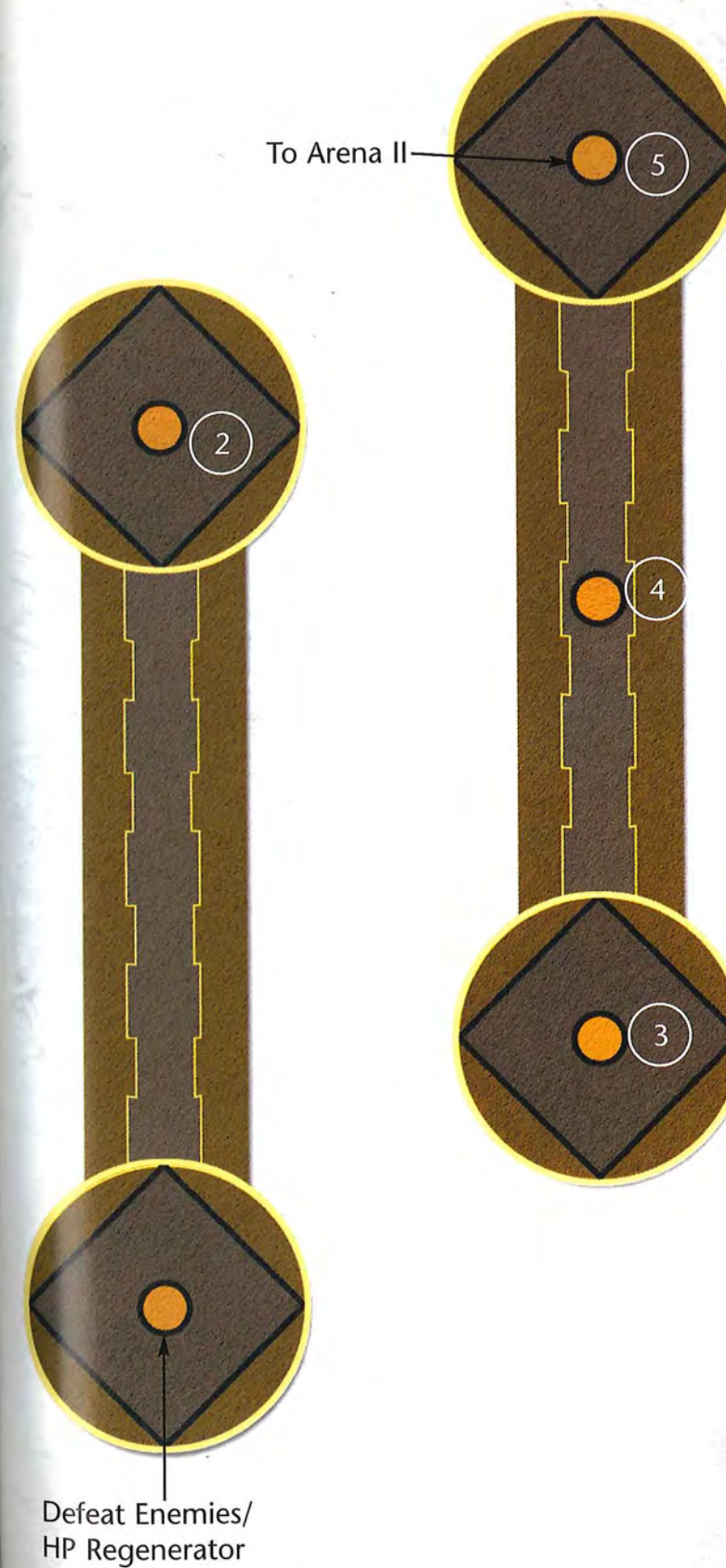


## ARENA I

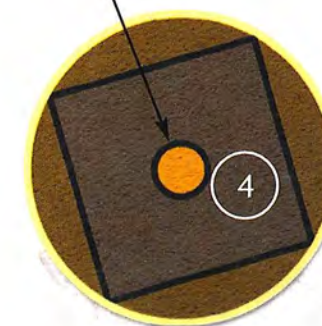
Defeat Enemies



Head north and defeat all the enemies, and then use the teleporter. Head northeast and use the first teleporter. Take it to the end and defeat all the enemies. This reveals an HP regenerator. Use the teleporter, and then hop on the second teleporter. Head to the second teleporter to access Arena II.

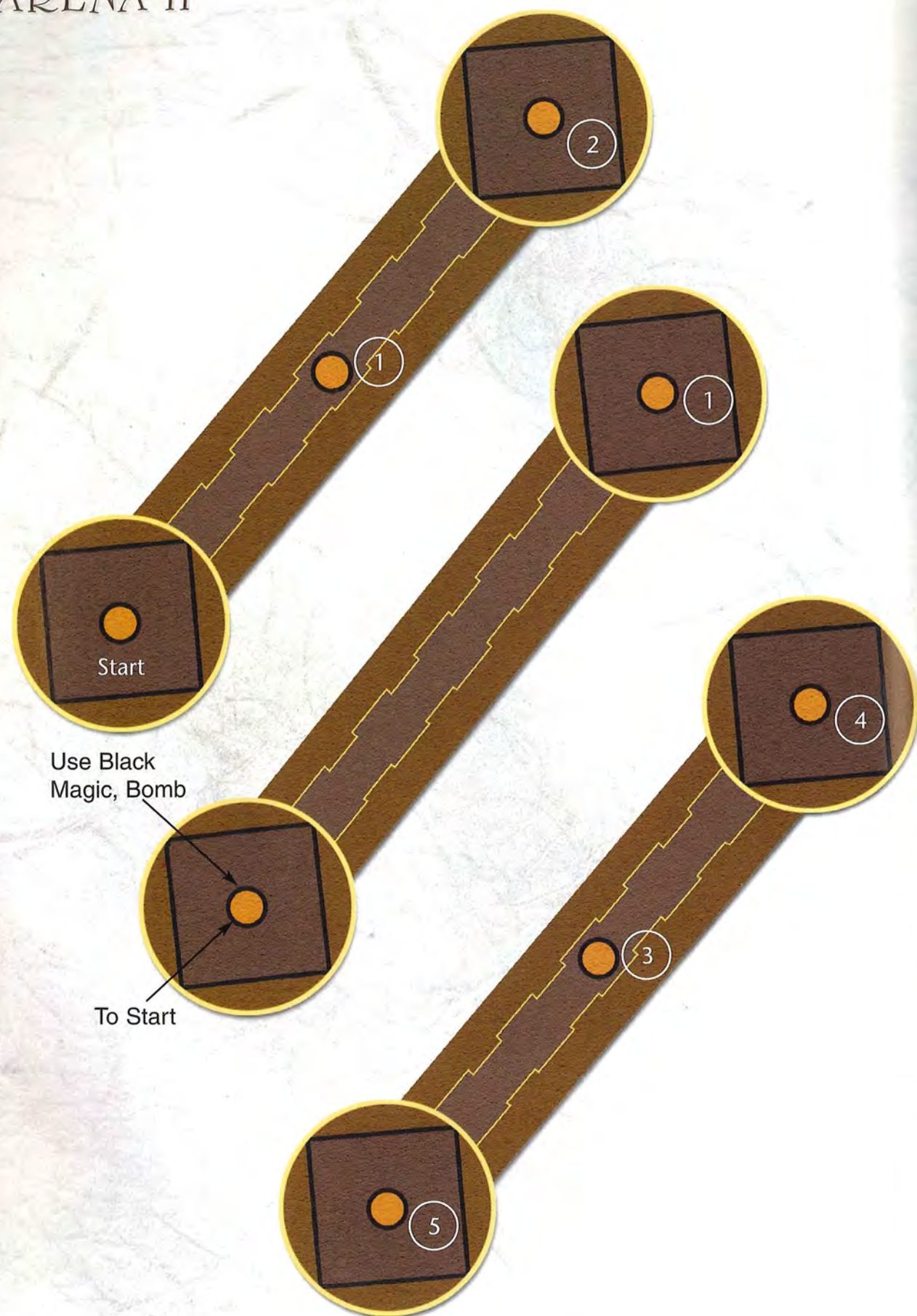


Enemies Only





# ARENA II

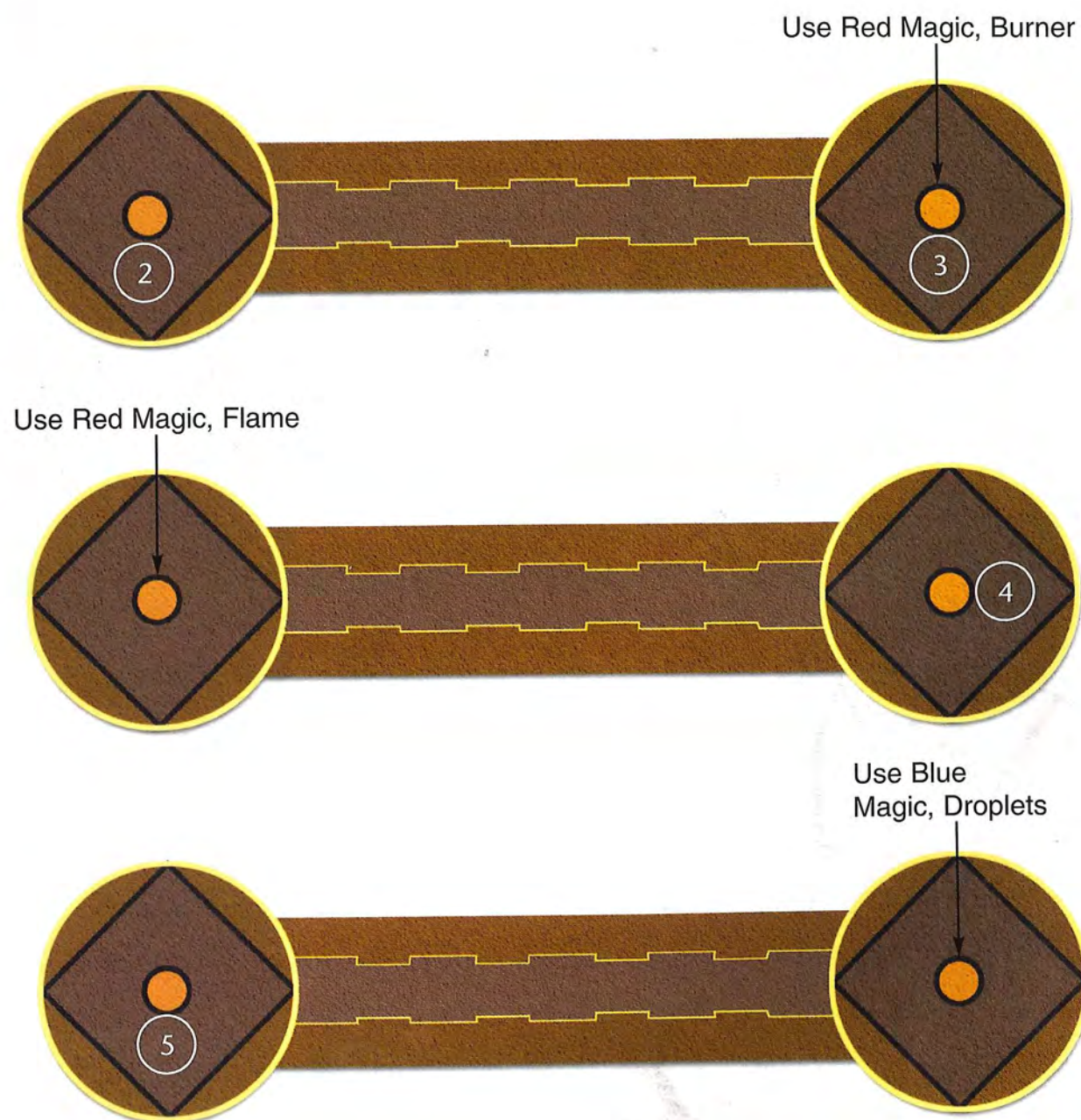


Use Black Magic, Bomb

To Start

Head northeast to the second teleporter. Step on it and defeat the Bubba. Return to the first teleporter and head west to the large block. Use Black Magic, Bomb, to destroy the block. Head northeast and hop on the first teleporter. You must defeat the Hellhound.

Teleport out and head northeast to the second teleporter. Go east, past the first teleporter, to the huge ice block. Use Red Magic, Burner, to melt the ice block. Use this teleporter to move on to the next section. Move southwest to the teleporter. Ride the teleporter to the next area and then go east. Use Blue Magic, Droplets, to dissipate the flames. Jump on the teleporter and complete the next area to move on to Arena III.



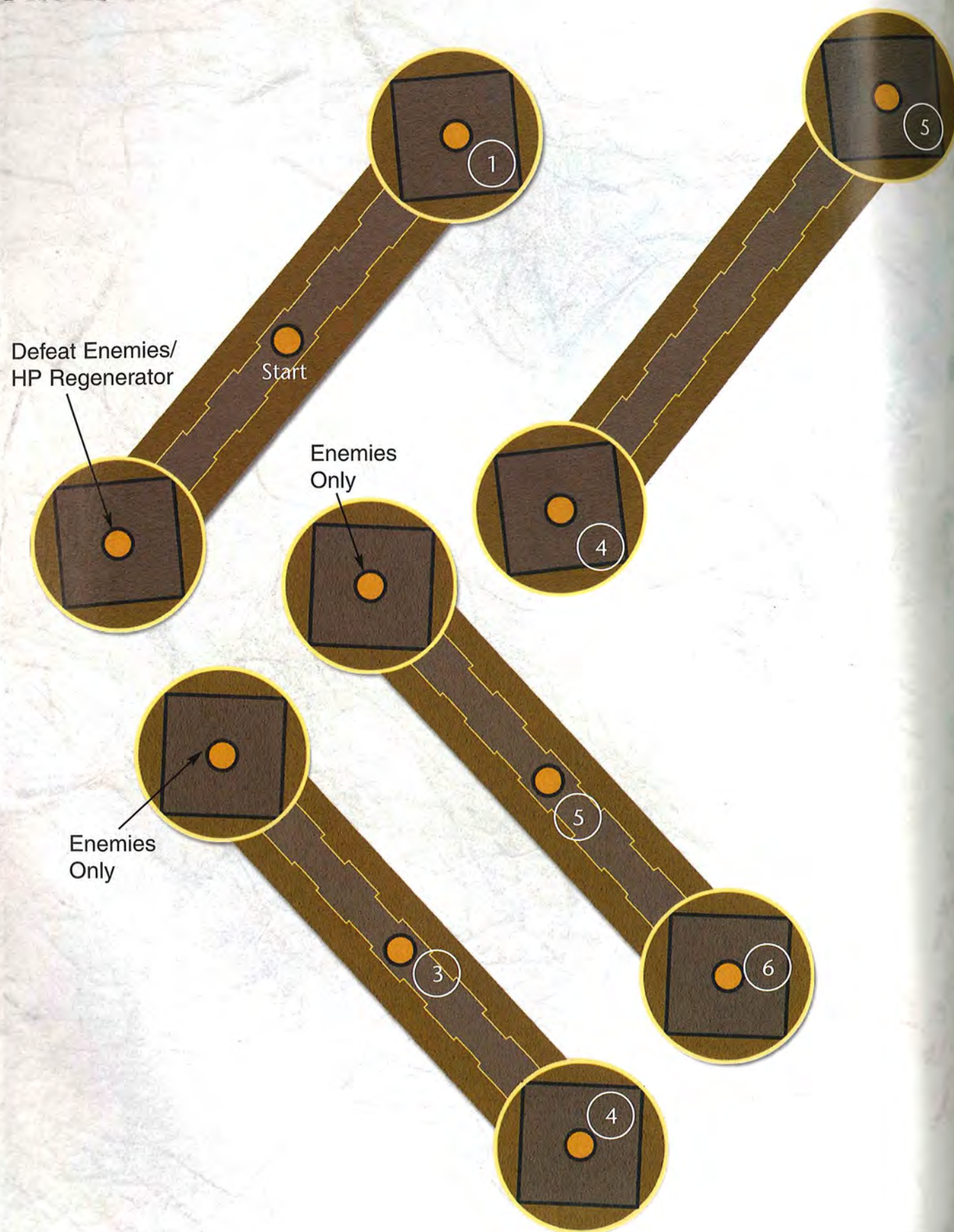
Use Red Magic, Flame

Use Red Magic, Burner

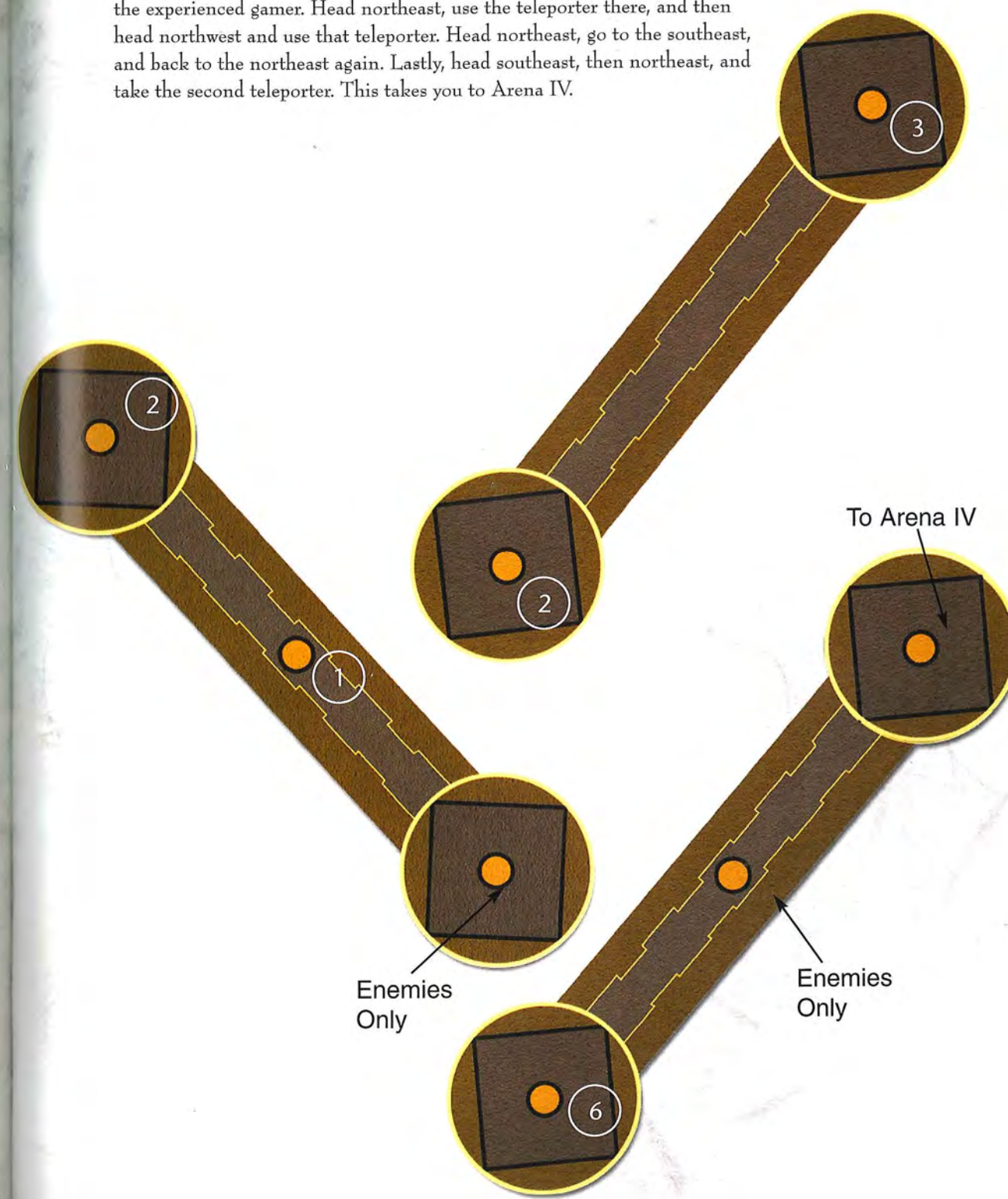
Use Blue Magic, Droplets



# ARENA III



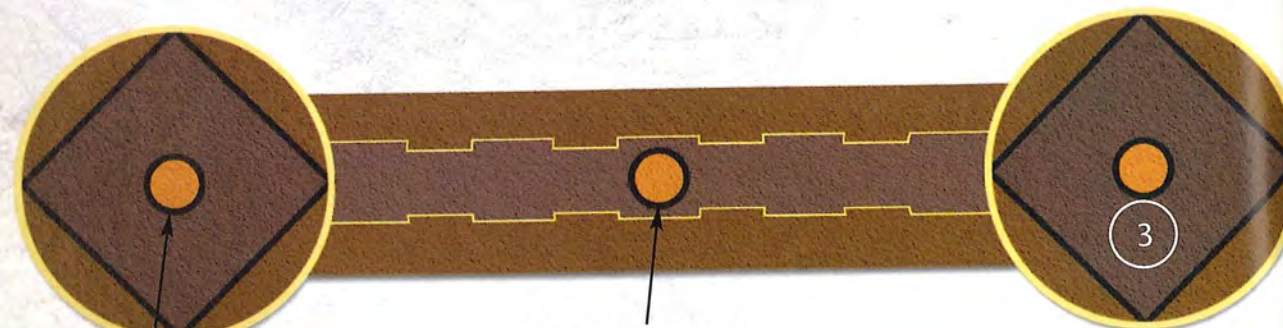
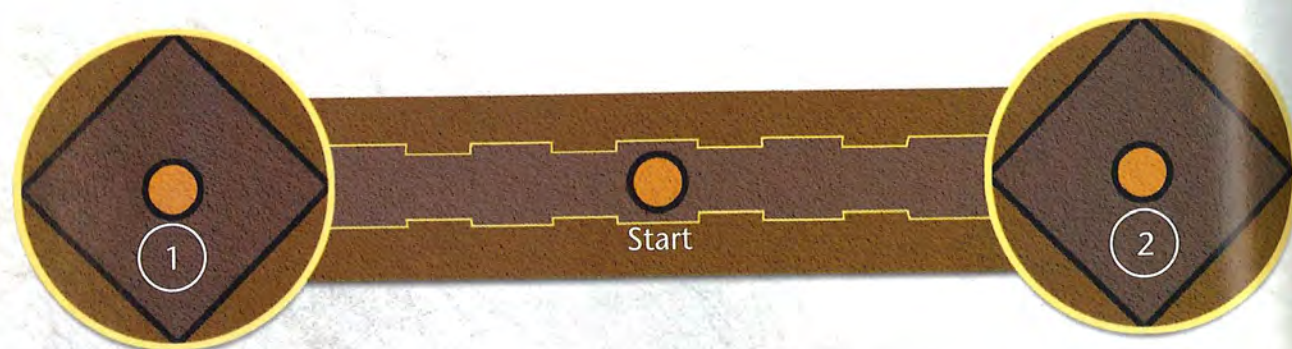
Head southwest and defeat the enemies to get an HP regenerator (if your HP is fairly high, it's not recommend to use the regenerator). The enemies that are here (three Shaolons) can be a very difficult combination to even the experienced gamer. Head northeast, use the teleporter there, and then head northwest and use that teleporter. Head northeast, go to the southeast, and back to the northeast again. Lastly, head southeast, then northeast, and take the second teleporter. This takes you to Arena IV.





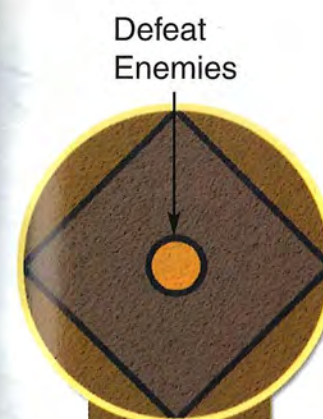
# ARENA IV

Head to the west and use the teleporter. You will need to defeat the enemies at both ends of the room. Use the middle teleporter to return to the first room, and then head to the east and repeat the above process for this room. Use the middle teleporter to return to the first room, and then go to the west and use the middle teleporter. Defeat the enemy and then head up to the final level.

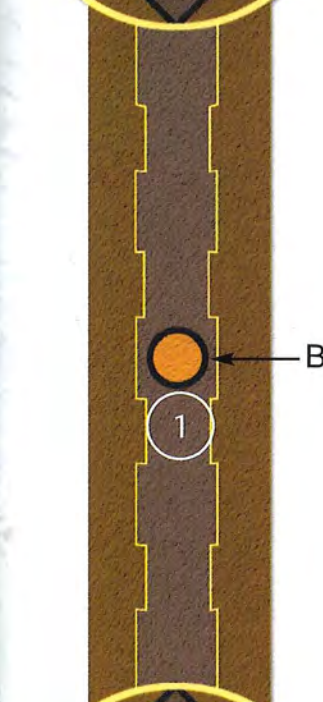


Back to 2

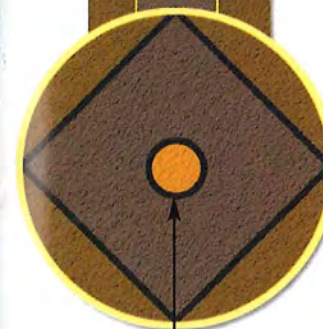
Defeat Enemies/  
To Top Level



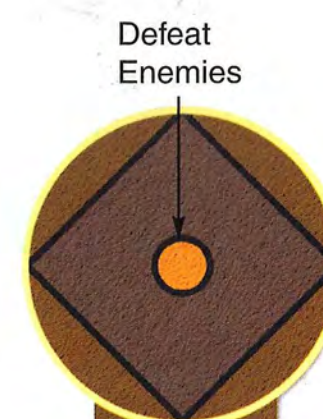
Defeat  
Enemies



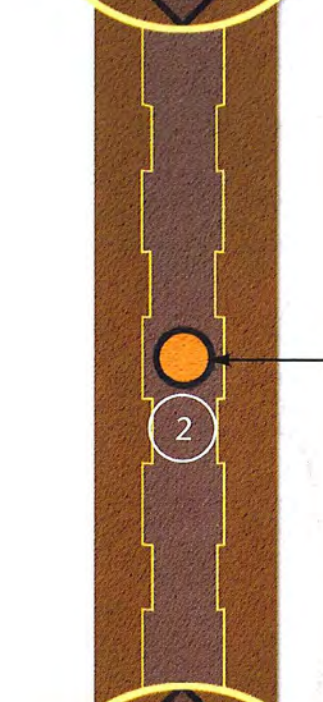
Back to 1



Defeat  
Enemies



Defeat  
Enemies



After Defeating  
Enemies Go to 3



Defeat  
Enemies



### The Final Leg:

Before heading to a new "arena," you'll come across an area with a switch and a force field. To turn off the force field, hit the switch to the left.

The next section puts your jumping ability to a test. There will be a variety of platforms that you need to traverse within a certain time frame. Get across with time to spare, and you'll receive a Coin and you'll see an HP regenerator.

The type of Coin you receive (either Bronze, Silver, or Gold) depends on how much of the time bar remains after your Hit Points have been replenished.



The next area is essentially a circular room. There are four different puzzles to solve. Here's the breakdown:

#### CONDITION

#### WHAT YOU MUST DO...

Center two hearths are lit



Using Blue Magic, Droplets extinguish both flames and then re-light the same two hearths using Red Magic, Burner.

No hearths lit



Using Red Magic, Burner, light the two center hearths.

Left hearth lit; one weak flame



Using Green Magic, Wave, make the weak flame stronger. Extinguish the left flame, and then light the middle hearth.

All hearths lit



Extinguish the two outermost ones

After solving each puzzle, a colored ball will appear. You must return the colored ball back to the first room, where it is automatically placed in the floor.



## BOSS FIGHT

### Psycho Master

This is similar to the first fight, except that now there's an invisible force field around the fighting arena. If you touch it, you'll take damage. Use the four pillars in the room to gauge the whereabouts of the force field.

There are two times you can attack Psycho Master. When he unleashes his ground attack, run around to his back side and let him have it.

Also, when he sends out blue cubes, use Yellow Magic, Bolt, to cause additional damage. You cannot attack Psycho Master while he's teleporting; if you do, he'll pick you up and cause big damage. As was the cause in the previous fights, start running when he starts to float. If he catches you, he'll throw you in the air and hurt you severely. In addition, you probably hit the force field as well, adding on more damage.





# CURSED CROSSWAYS

*Items:* Cosmos Magic

*Coins:* None

To get through this area, you must fight some of your past enemies. You only have to fight three previous Bosses to advance. From the starting point, they're located in the northern, eastern, and western points. After doing so, a Save Point will appear.



To head to the final area, hop onto the HP regenerator and prepare to battle!

## Other Stuff to Do:

You can fight some weaker enemies in the other areas if you want to increase your HP and MP.

Tip

## BOSS FIGHT

### Doll Master

The Doll Master simply doesn't have the power to match Mint in this fight. When the Boss comes toward Mint, stick to the outside of the area and avoid his attacks.

The Doll Master will summon Pollywogs on occasion. Take them out quickly with a well timed jump-kick. They're actually quite powerful enemies at this stage of the game and will take off 10 HP.

After he launches an attack, use Yellow Magic, Bolt, for big-time damage. A few shots of Bolt, and the Doll Master will be history.



## BOSS FIGHT

### Valen (1st Form)

This is one of the longest Boss fights in the game. Valen takes over Rue's body and adds a layer of protection in the form of Morning Dew. In addition, a huge enemy called Evening Dew stalks around the circular fighting arena.

Throughout the fight, Rue floats around and rarely stays in one place for long. It's best to take out Evening Dew first, then get a couple of quick hits on Rue. This will take a while, though, because Evening Dew has a lot of HP.

You can, however, hit Rue while Evening Dew is stalking around the platform. When you do this, though, you run the risk of having Evening Dew heal any lost HPs. Try depleting Evening Dew of the majority of its HP, and then taking a quick shot at Rue. Then quickly finish off Evening Dew before it gets a chance to heal Rue.



## BOSS FIGHT

### Valen (2nd Form)

In Valen's second form, he transforms into three different enemies. However, the only one you can damage is the flying one. When it appears overhead, it's time to attack.

The key to this fight is to use Gold Magic, Cosmos. When Valen begins to fire at you, press the button to absorb the attack. Then, as soon as it stops, release the button to return the damage back to Valen.

After about five or six hits, Valen will go down.





# ITEMS LIST

There aren't a great number of items to find in *Threads of Fate*. However, most of them sell for quite a hefty price, so you should pick them up whenever they're available.

Upon returning to Carona after finding some items, you shouldn't sell them immediately. If you're patient, you can receive more Gold from some of the other citizens of Carona. Simply go around town and speak to everyone; you never know when someone might give you a superb offer!

## ITEMS

The prices listed in the following table indicate the price both Tonio and Hobbs will pay for an item, except where indicated.

NAME	SELL FOR...
Moon Stone	1000G
Night Stone	500G
Star Stone	500G
Dream Stone	2000G
Legendary Shield	500G
Legendary Helmet	500G
Legendary Sword	500G
Mysterious Statue	800G
Brooch	1200G
The Last Hero	500G
Rare Wine	800G
*Bronze Coin	50G
*Silver Coin	500G
*Gold Coin	2500G
*Platinum Coin	15,000G

\*You can only sell Coins at Hobbs' Shop.

### Reduced Prices:

If you give Hobbs the *Rare Wine* (found in the Underground Ruins), he'll reduce his prices from 30,000G to 5000G

## HOBBS' SHOP

Hobbs has the highest prices in town, and only a few select items from which to choose.

ITEM	COST
Strength Up (+1)	30,000G
Defense Up (+1)	30,000G
HP Up (+10)	30,000G
MP Up (+10)	30,000G

ITEM	SELL FOR...
Bronze Coin	50G
Silver Coin	500G
Gold Coin	2500G
Platinum Coin	15,000G

## TONIO'S SHOP

Tonio has the best prices in town, so make sure you visit often. Note, however, that Tonio has only certain items in stock at certain points of the game. The only way to determine what's in stock is to constantly visit his shop.

**Bracers** increase your character's striking power, while **Belts** increase your character's defense.

It should also be noted that the effects are not cumulative; only the most recently equipped item will be in effect.

ITEM	EFFECT	COST
Bronze Bracer	(+4) Atk.	1000G
Bronze Belt	(+4) Def.	1000G
*Silver Bracer	(+8) Atk.	3000G
*Silver Belt	(+8) Def.	3000G
Gold Bracer	(+12) Atk.	3500G
Gold Belt	(+12) Def.	3500G
Platinum Bracer	(+16) Atk.	4500G
Platinum Belt	(+16) Def.	4500G
Mythril Bracer	(+20) Atk.	5500G
Mythril Belt	(+20) Def.	5500G
Brave Bracer	(+24) Atk.	11,000G
Brave Belt	(+24) Def.	11,000G

\*After purchasing the Bronze Bracer or Bronze Belt, the price for the Silver Bracer and Silver Belt drops to 2500G.





# MAGIC

*This section contains information relating to Rue and Mint's magic abilities.*



# RUE'S MAGIC

To use Rue's magic, you must transform into an enemy as discussed earlier. Each enemy has a variety of attacks.

ENEMY NAME	LOCATION	ATTACKS
Bubba	Raging Mountain	<ul style="list-style-type: none"> <li>Hammer</li> <li>Hold Final Strike</li> <li>Head Butt</li> </ul>
Hellhound	Valen's Fortress	<ul style="list-style-type: none"> <li>Ice Blow</li> <li>Flame</li> </ul>
Jinn	Valen's Fortress	<ul style="list-style-type: none"> <li>Tornado</li> <li>Tail Whirl</li> <li>Double Jump</li> </ul>
Mandola	Carona Forest, Steep Cliffs	<ul style="list-style-type: none"> <li>Bloom</li> <li>Seed</li> </ul>
Pollywog	Carona Forest, Ghost Temple	<ul style="list-style-type: none"> <li>Tail Slap</li> <li>Bite</li> </ul>
Saber Tiger	Carona Forest	<ul style="list-style-type: none"> <li>Thrust</li> <li>Bite</li> </ul>
Gargoyle	Steep Cliffs	<ul style="list-style-type: none"> <li>Sonic Wave</li> <li>Kick</li> <li>Double Jump</li> </ul>
Stinger	Steep Cliffs, Ghost Temple	<ul style="list-style-type: none"> <li>+ D-pad Rolling Spine</li> <li>Spine</li> </ul>
Ootang	Ghost Temple, Raging Mountain	<ul style="list-style-type: none"> <li>Scratch</li> <li>Stone</li> </ul>
Gudon	Underground Ruins, Ghost Temple, Raging Mountain	<ul style="list-style-type: none"> <li>Flame</li> <li>Tail Slap</li> </ul>
Fungie	Fancy Mel's Atelier	<ul style="list-style-type: none"> <li>Sparkle</li> <li>Head Slam</li> </ul>
Imp	Fancy Mel's Atelier	<ul style="list-style-type: none"> <li>Shooting Star</li> <li>Strike</li> </ul>
Cockadoo	Fancy Mel's Atelier	<ul style="list-style-type: none"> <li>Peck</li> <li>Double Jump</li> </ul>
Skeleton	Ghost Temple	<ul style="list-style-type: none"> <li>Fall Apart</li> <li>Strike</li> </ul>
Puppet	Ghost Temple	<ul style="list-style-type: none"> <li>Combo</li> <li>Strike</li> </ul>
Specter	Ghost Temple	<ul style="list-style-type: none"> <li>Water</li> <li>Ice Blow</li> </ul>
Fire Blob	Raging Mountain	<ul style="list-style-type: none"> <li>Sparks</li> <li>Head Butt</li> </ul>
Pumpkin	Maya's Tower	<ul style="list-style-type: none"> <li>Hold Blow Up</li> <li>Collide</li> </ul>
Witch	Maya's Tower	<ul style="list-style-type: none"> <li>Spin</li> <li>Pumpkin Cannon</li> </ul>
Wabbit	Maya's Tower	<ul style="list-style-type: none"> <li>Duck</li> <li>Wing Slap</li> <li>Double Jump</li> </ul>
Shaolon	Valen's Fortress	<ul style="list-style-type: none"> <li>Lightning</li> <li>Thrust</li> </ul>



# MINT'S MAGIC

Mint has the ability to cast a different variety of magic attacks. Each are listed below along with where you'll find them.

## Blue

(Start game with this)

EFFECT	TYPE	COST (MP)	NAME
Normal	Droplets	2	Raindrops
Wide	Cutter	4	Triple Blades
Power	Ripple	4	Wave Shot
Super	Icicle	4	Drop Ice
Hyper	Restore	Remaining MP	Restore HP
Circle	Crystal	6	Diamond

## White

(Start game with this)

EFFECT	TYPE	COST (MP)	NAME
Normal	Vulcan	1	Rapid Fire
Wide	Spread	4	5-Way Shot
Power	Arrow	4	Piercing Shot
Circle	Satellite	10	Orbit Shot

## Red

(Given to Mint by Klaus)

EFFECT	TYPE	COST (MP)	NAME
Normal	Burner	2	Flame
Wide	Bullet	4	Low Flame
Power	Flare	6	Fireball
Super	Napalm	6	Wildfire
Hyper	Fire Heart	Remaining MP	Fire Coat
Circle	Delta	6	Triple Flame

## Green

(Get from Belle after Boss fight)

EFFECT	TYPE	COST (MP)	NAME
Normal	Wave	3	Wind
Wide	Typhoon	2	Whirlwind
Power	Gale	3	Low Wind
Super	Impulse	6	Circle
Hyper	Nightingale	Remaining MP	Invincible
Circle	Cyclone	3	High Wind

## Black

(Find at Raging Mountain in treasure box)

EFFECT	TYPE	COST (MP)	NAME
Normal	Bomb	5	Blowup Rocks
Wide	Dark Mist	6	Black Smoke
Power	Graviton	6	Black Ball
Super	Dynamite	10	Explosion
Hyper	Shadow Strike	50	Deadly Dash
Circle	Drill	6	Big Drill

## Yellow

(Receive after defeating Gorotan in Boss fight)

EFFECT	TYPE	COST (MP)	NAME
Normal	Spark	5	Chase Enemy
Wide	Cracker	6	Double Shot
Power	Bolt	10	Lightning
Super	Trine	8	Triple Chase
Hyper	Final Flash	Remaining MP	Big Burst
Circle	Force	8	Loop

## Gold

(Receive from Prima Doll)

EFFECT	TYPE	COST (MP)	NAME
Cosmos	Valiant	10	Hold Barrier, Release Fire



# BESTIARY

There are a variety of enemies in *Threads of Fate*. The following information shows each creature's HP (Hit Points), where it's found, and how much you can sell each enemy for at the local shops.



## BEHEMOTH

HP: 64

Sell For: 250

Location: Valen's Fortress

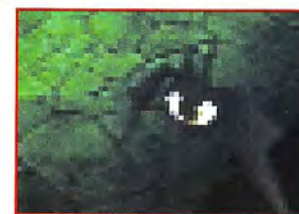


## BLACK BAT

HP: 3

Sell For: 30

Location: Steep Cliffs



## BUBBA

HP: 62

Sell For: 90

Location: Raging Mountain



## COCKADOO

HP: 1

Sell For: 20

Location: Fancy Mel's Atelier



## FIRE BLOB

HP: 32

Sell For: 50

Location: Raging Mountain



## FUNGIE

HP: 1

Sell For: 20

Location: Fancy Mel's Atelier



## GAMULIAN

HP: 24

Sell For: 20

Location: Gamul Forest



## GARGOYLE

HP: 30

Sell For: 50

Location: Steep Cliffs

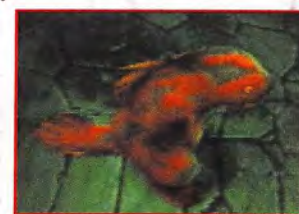


## GUDON

HP: 30

Sell For: 40

Location: Underground Ruins



## HELLHOUND

HP: 45

Sell For: 150

Location: Valen's Fortress





## IMP

HP: 1

Sell For: 20

Location: Fancy Mel's  
Atelier

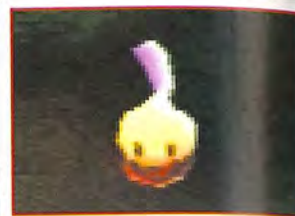


## POLLYWOG

HP: 10

Sell For: 10

Location: Carona Forest



## JINN

HP: 50

Sell For: 200

Location: Valen's Fortress



## POLLYWOG (BLACK)

HP: 22

Sell For: 10

Location: Raging Mountain

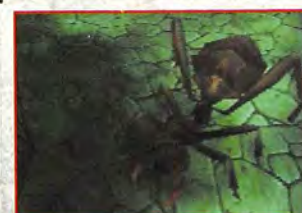


## KING ANT

HP: 40

Sell For: 50

Location: Underground  
Ruins

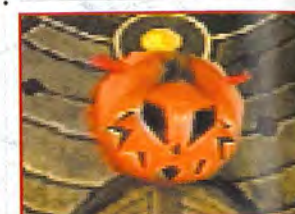


## PUMPKIN

HP: 25

Sell For: 20

Location: Maya's Tower



## MANDOLA

HP: 30

Sell For: 15

Location: Steep Cliffs,  
Carona Forest

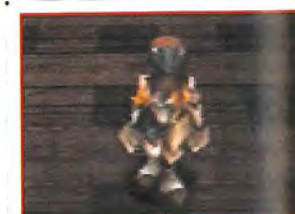


## PUPPET

HP: 30

Sell For: 20

Location: Ghost Temple,  
Carona Forest

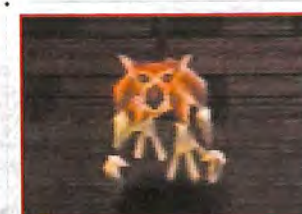


## OOTANG

HP: 3

Sell For: 40

Location: Ghost Temple,  
Raging Mountain, Gamul  
Forest



## SABER TIGER

HP: 20

Sell For: 30

Location: Carona Forest



## SHAOLON

HP: 40

Sell For: 150

Location: Valen's Fortress



## STINGER

HP: 3

Sell For: 20

Location: Steep Cliffs,  
Ghost Temple



## SKELETON

HP: 36

Sell For: 50

Location: Ghost Temple



## WABBIT

HP: 34

Sell For: 100

Location: Maya's Tower



## SPECTER

HP: 40

Sell For: 70

Location: Ghost Temple,  
Raging Mountain

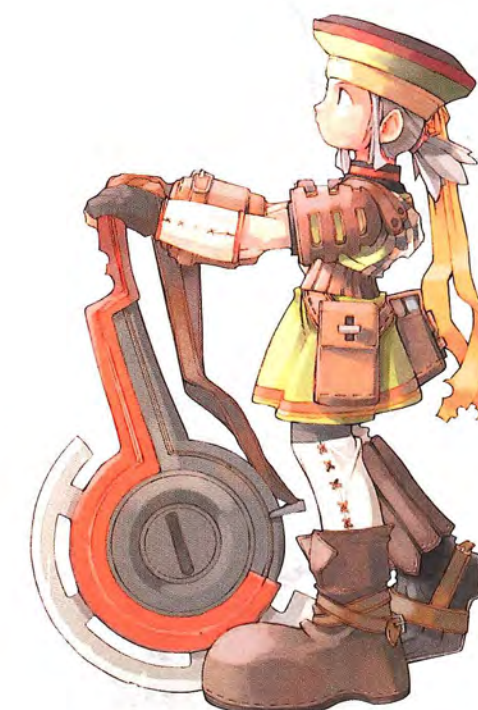
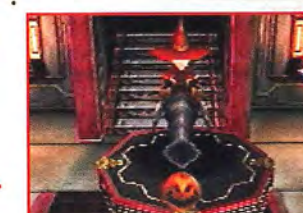


## WITCH

HP: 10

Sell For: 150

Location: Maya's Tower





# SECRETS

This section contains some of the little secrets in *Threads of Fate*.

## LEGENDARY ITEMS

There are three Legendary items in the game: the Legendary Shield, the Legendary Helmet, and the Legendary Sword.

Did you ever wonder why a drawing of a kitchen utensil appeared next to the Legendary items in your inventory? It's because they're actually kitchen utensils!



When you acquire these items, DO NOT sell them! Instead, wait until you get all three and then head for the Tavern and talk to Jargen, the bartender. When he asks, give him the items. From this point forward a new option will appear on-screen when you talk to him called Today's special.



Choosing this option randomly generates the special of the day. To get a new special, simply leave the Tavern and then enter again. This is an easy way to quickly access all of the specials.

However, to get the specials, you need a certain number of specific monster coins. All you have to do is acquire the monster coins and return to the Tavern to eat the meal. Eating the meal also adds a specific effect to your character.

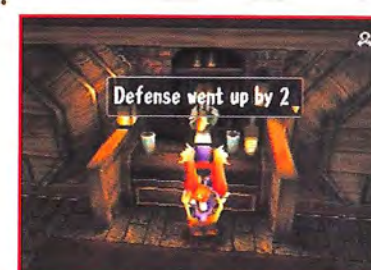
MEAL	MONSTER COINS NEEDED	EFFECT
Pollywog Souffle	50 Pollywogs (Corona Forest)	Strength +2



MEAL	MONSTER COINS NEEDED	EFFECT
Mushroom Soup	60 Fungies (Fancy Mel's Atelier)	Max MP +10



MEAL	MONSTER COINS NEEDED	EFFECT
Gudon's Liver Soup	30 Gudons (Underground Ruins)	Defense +2



MEAL	MONSTER COINS NEEDED	EFFECT
Minced Fire Blob	50 Fire Blobs (Raging Mountain)	Max HP +10





You can "eat" each meal 10 times, after which the Legendary items will eventually break, and you'll then receive a Platinum Coin. This is an easy way to beef up your characters in a short amount of time.

The only drawback, though, is that by the time you acquire all three Legendary items, it's near the end of the game. However, a beefed-up character sure helps in the final Boss fights!

## ROD AND THE GRASS FIELDS

If you take the time to fight Rod enough, he'll give up a Coin. Rod will only fight five times with a weapon. After defeating him five times, you won't be able to fight him until he creates a new weapon.

WEAPON	COIN RECEIVED
Silver Breeze	Gold Coin
Golden Gale	Gold Coin
Black Tornado	Platinum Coin
Dark Hurricane	Platinum Coin

### Note:

After defeating Rod five times with the Dark Hurricane weapon, you can continue to fight him. It should be pointed out, however, that his stats increase.

## THE ENDINGS

To see Rue and Mint's endings, you must play through each character's game using the same save game. After finishing both games, you'll then see some "updates" on how Rue and Mint are doing. Plus, you'll even catch a glimpse of what they'll be up to next!

You can also play the game again, but this time with more powerful characters. In fact, you'll begin the game with the same stats you had at the end of each character's game!



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# Square Electronic Arts Game Tips

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